

LAST YEAR

THE NIGHTMARE

THE OFFICIAL ARTBOOK

THE BEGINNING

THE BEGINING

On July 30th 2014 the very first illustrations of Last Year (below) were drawn.



THE BEGINING

Variations of hair, clothing, and facial appearance were explored for each of the characters.



THE BEGINING

The final designs for the characters came together in August 2014, but Sam had a few final adjustments being made.



**LAST
YEAR**

**ELASTIC
GAMES**

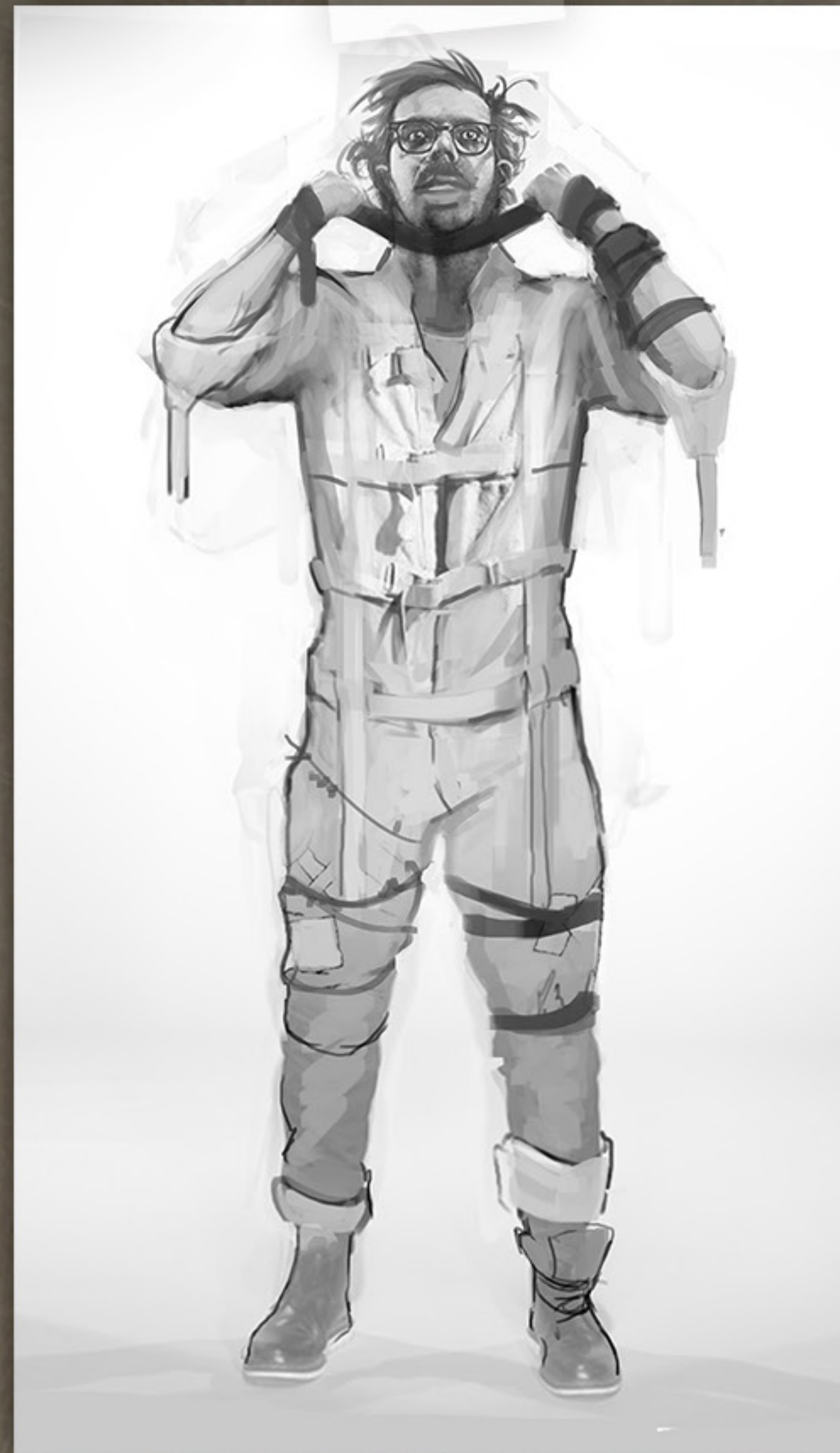
THE BEGINING

Original Sam (Left) went through several revisions before reaching the final version (bottom right)



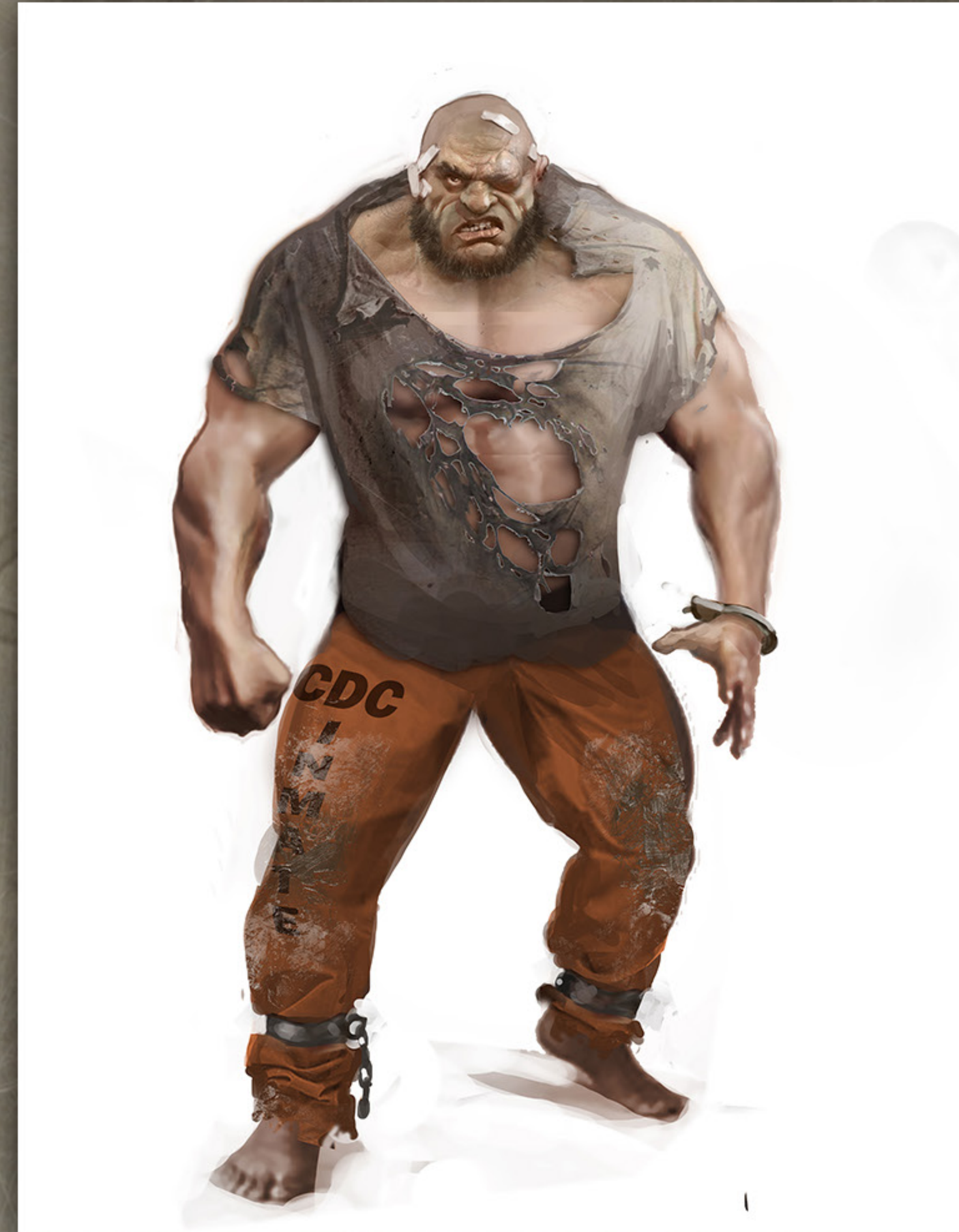
THE BEGINING

The initial design for the strangler was a lunatic in a straight jacket. He eventually evolved into a hobo with a chain.



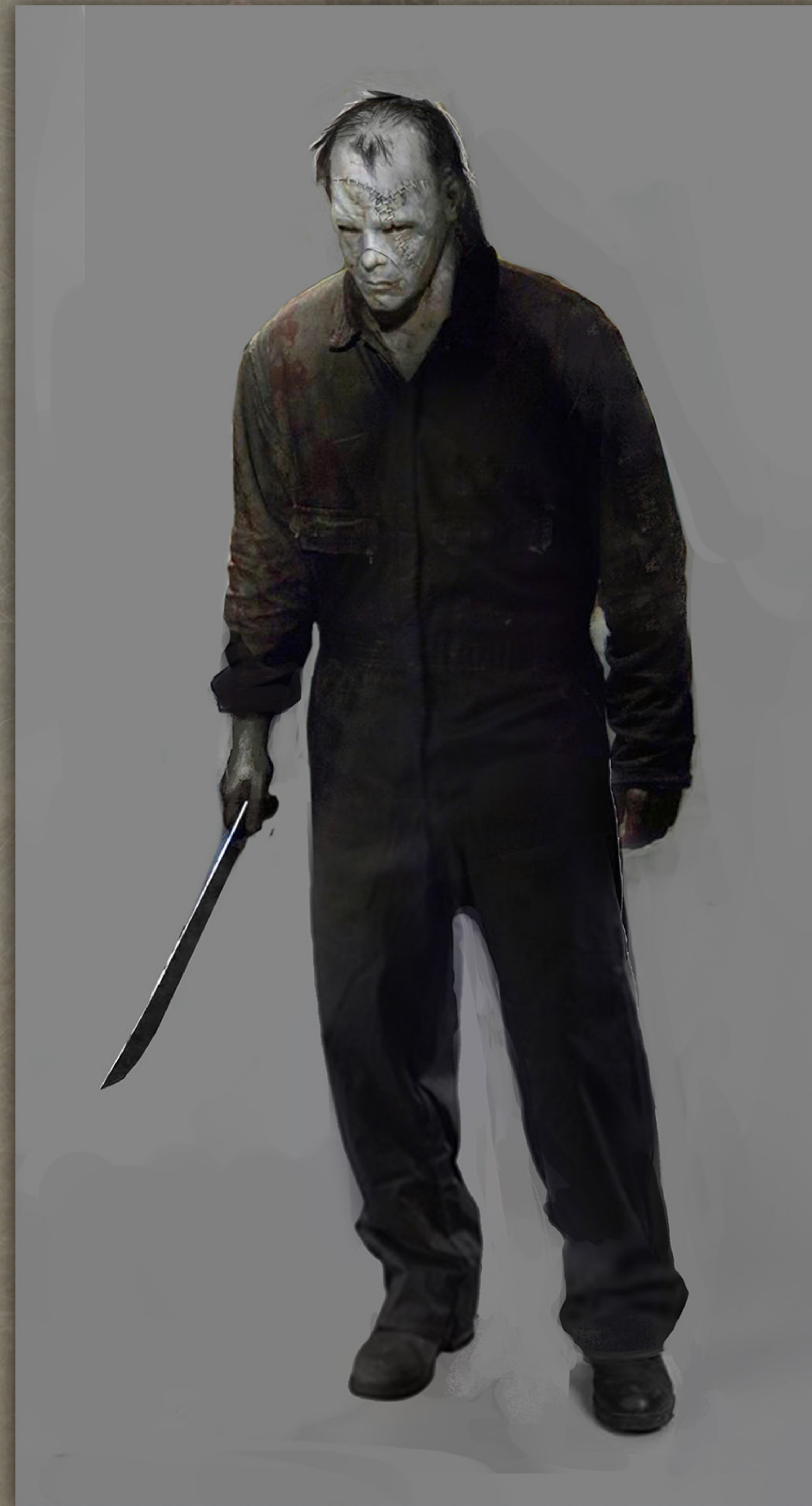
THE BEGINING

The Giant (originally called "The Heavy/The Hitter"), had a harpoon weapon, which eventually became The Strangler's chain.



THE BEGINING

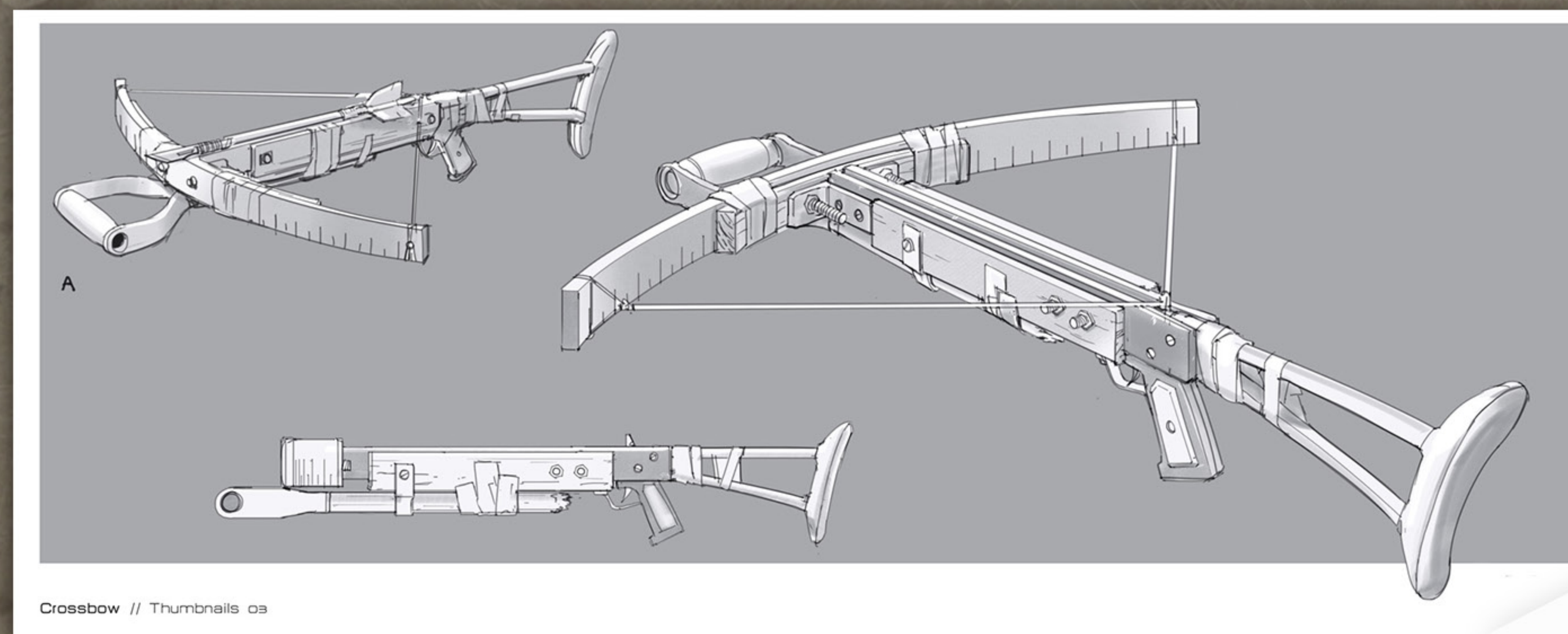
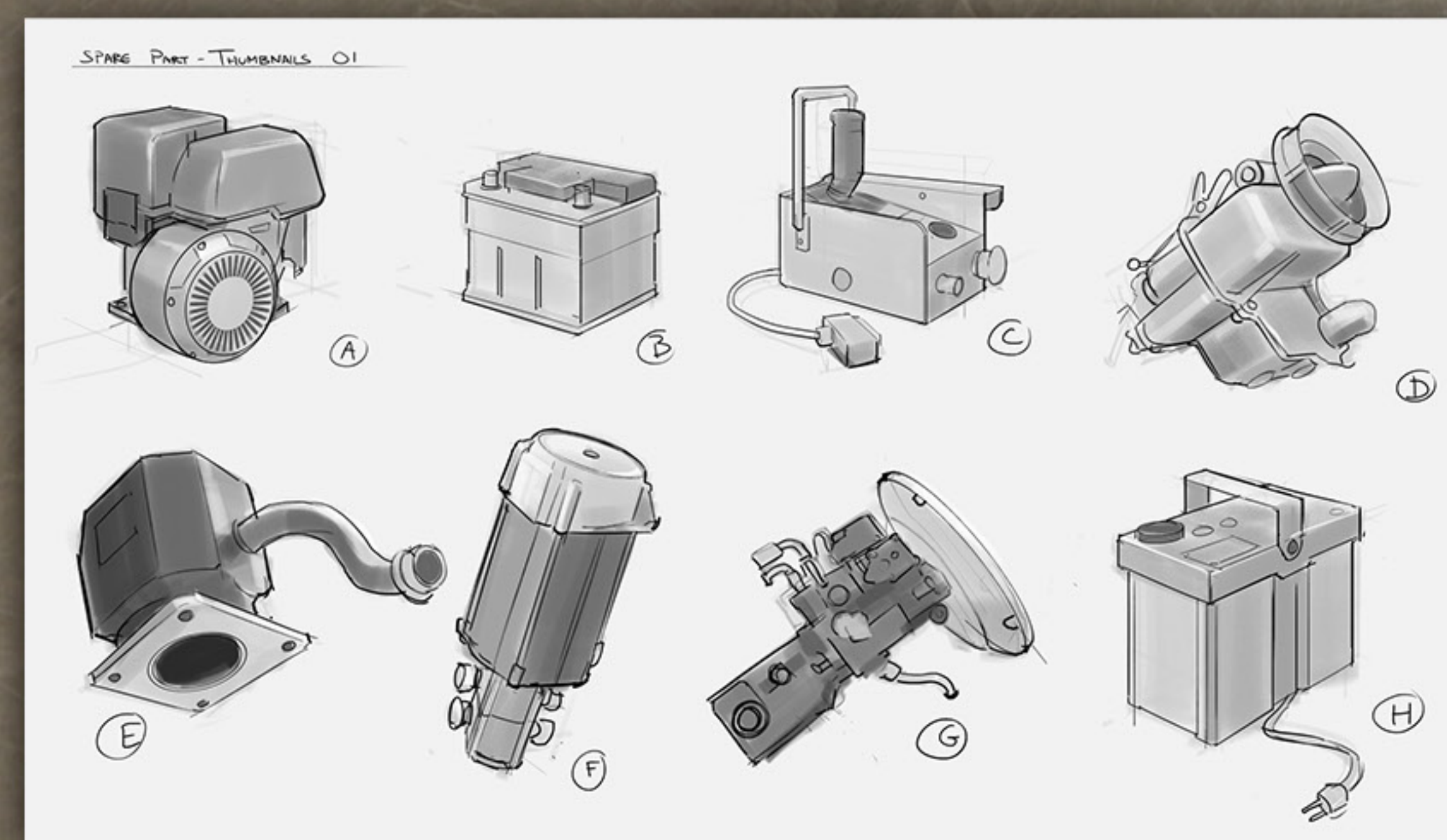
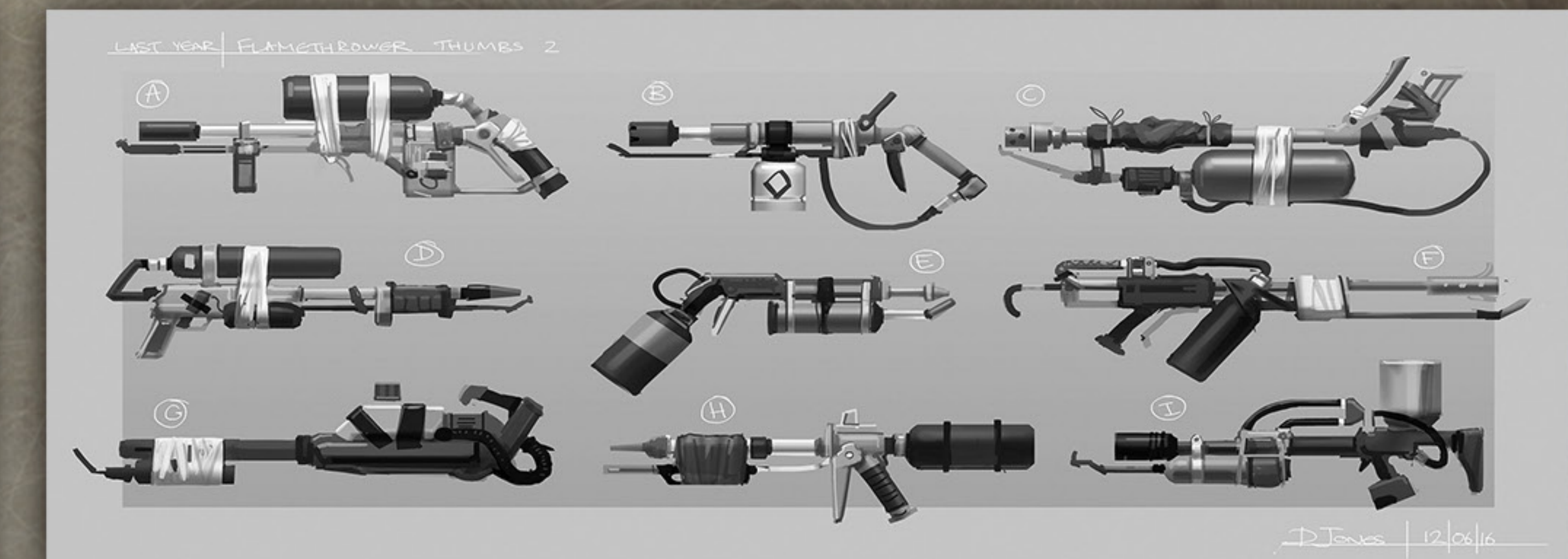
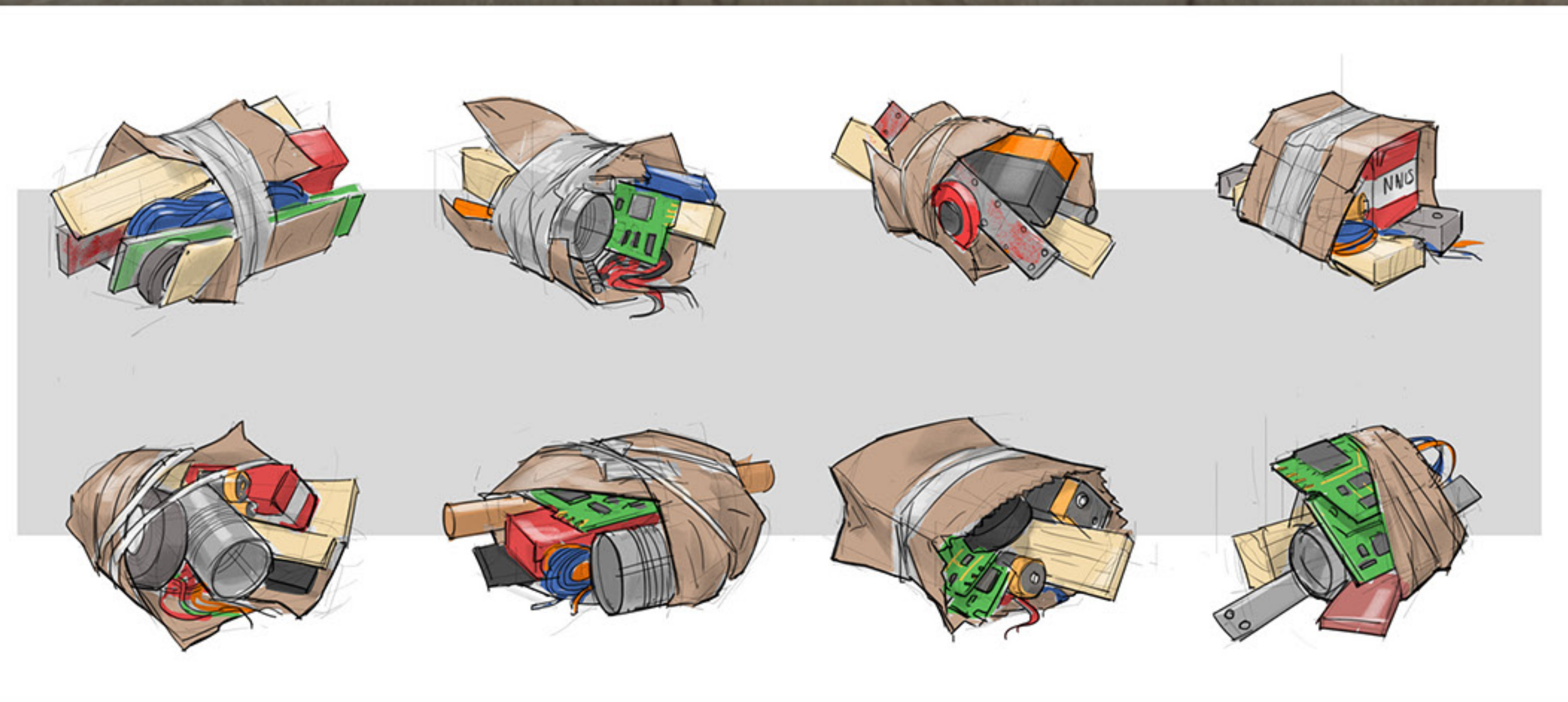
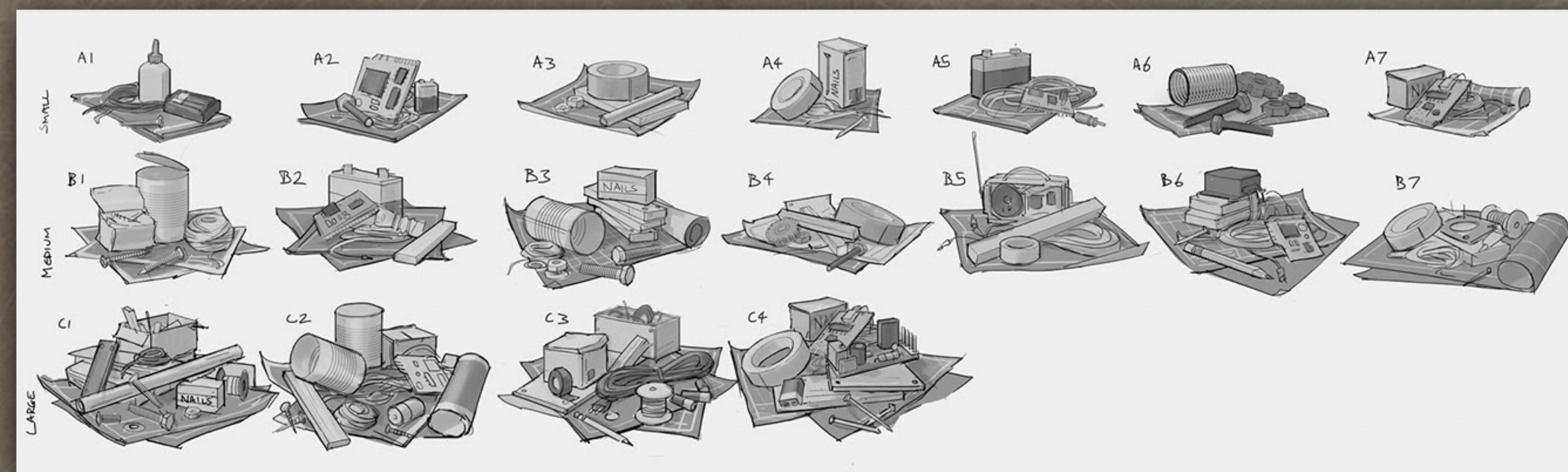
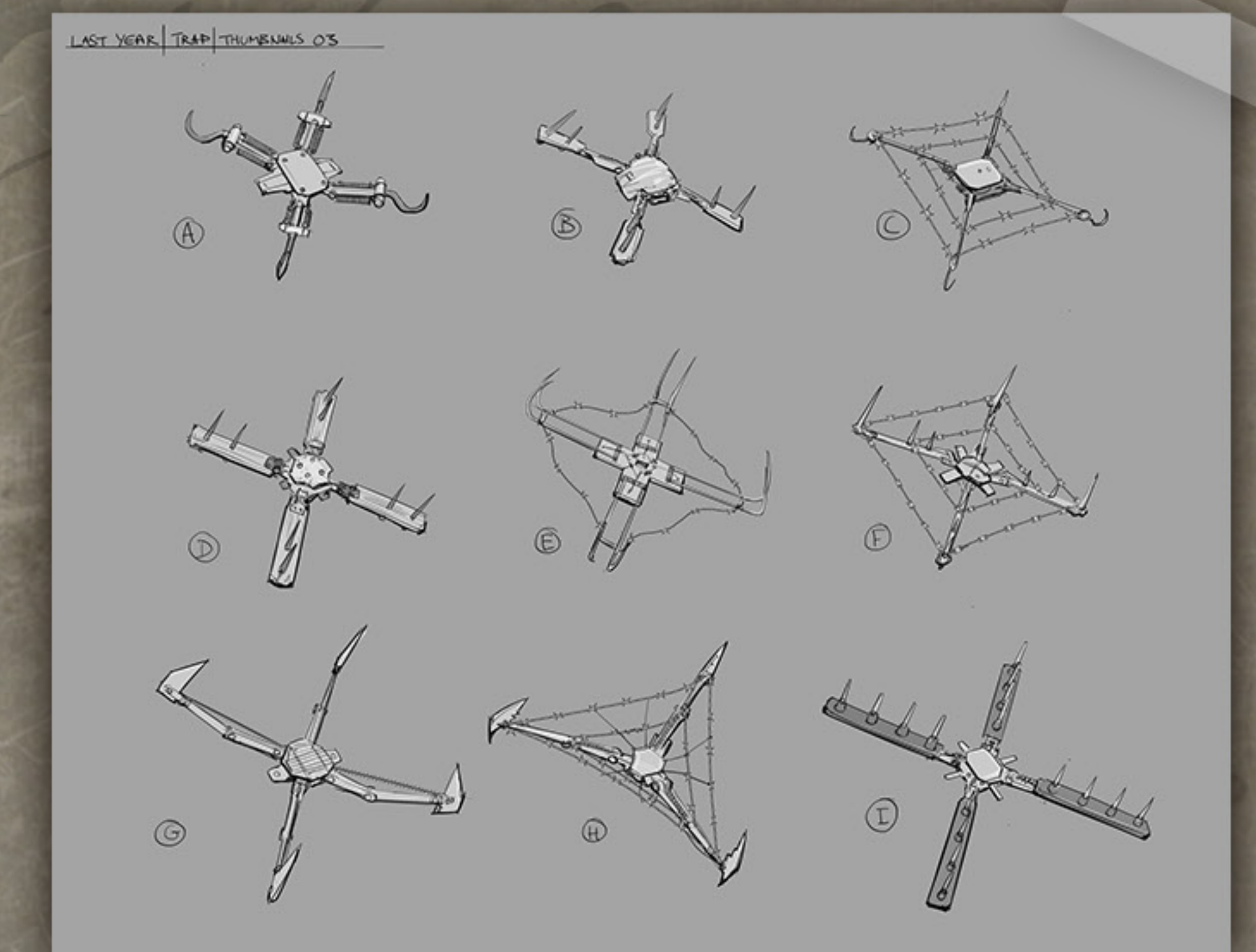
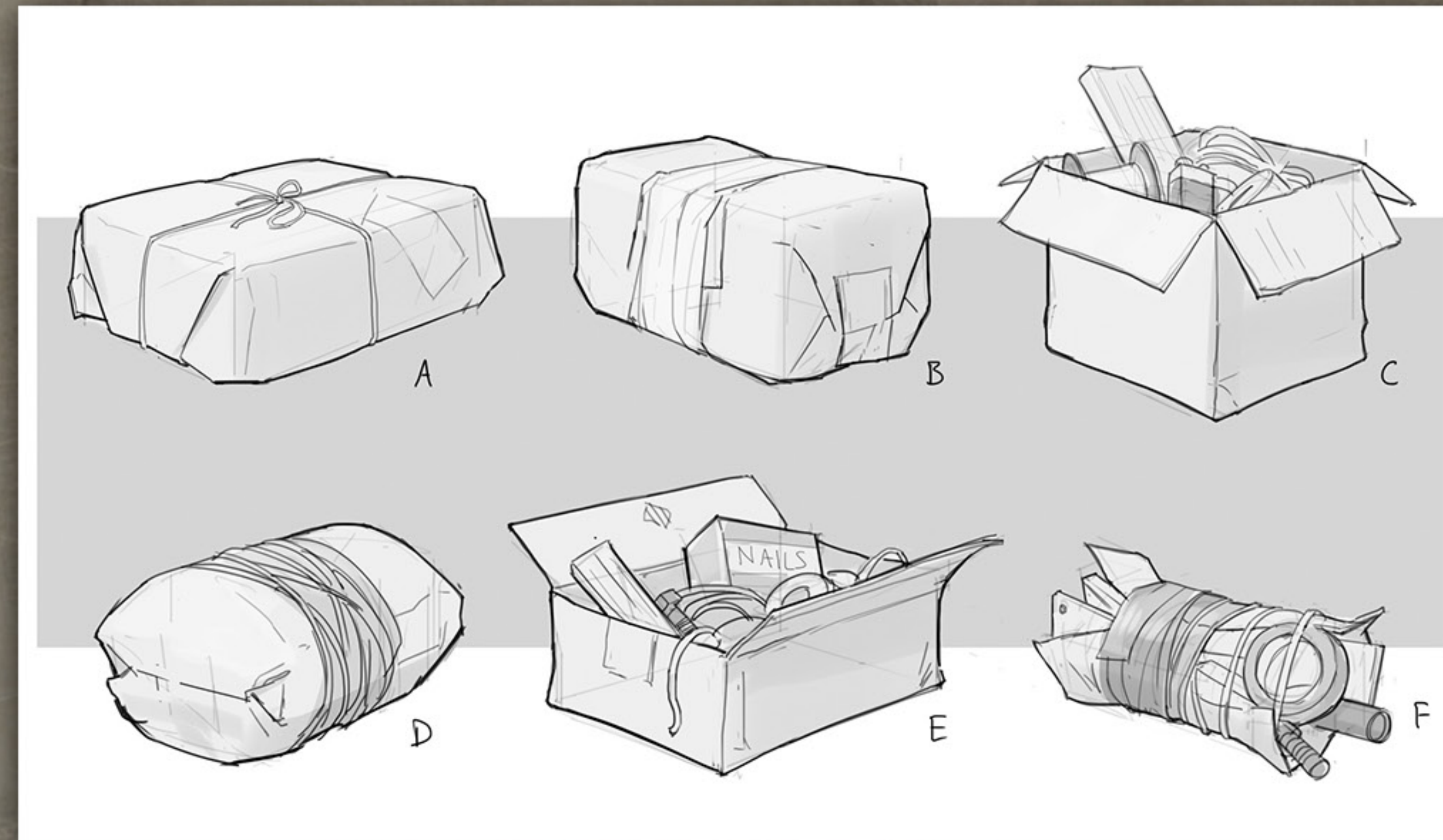
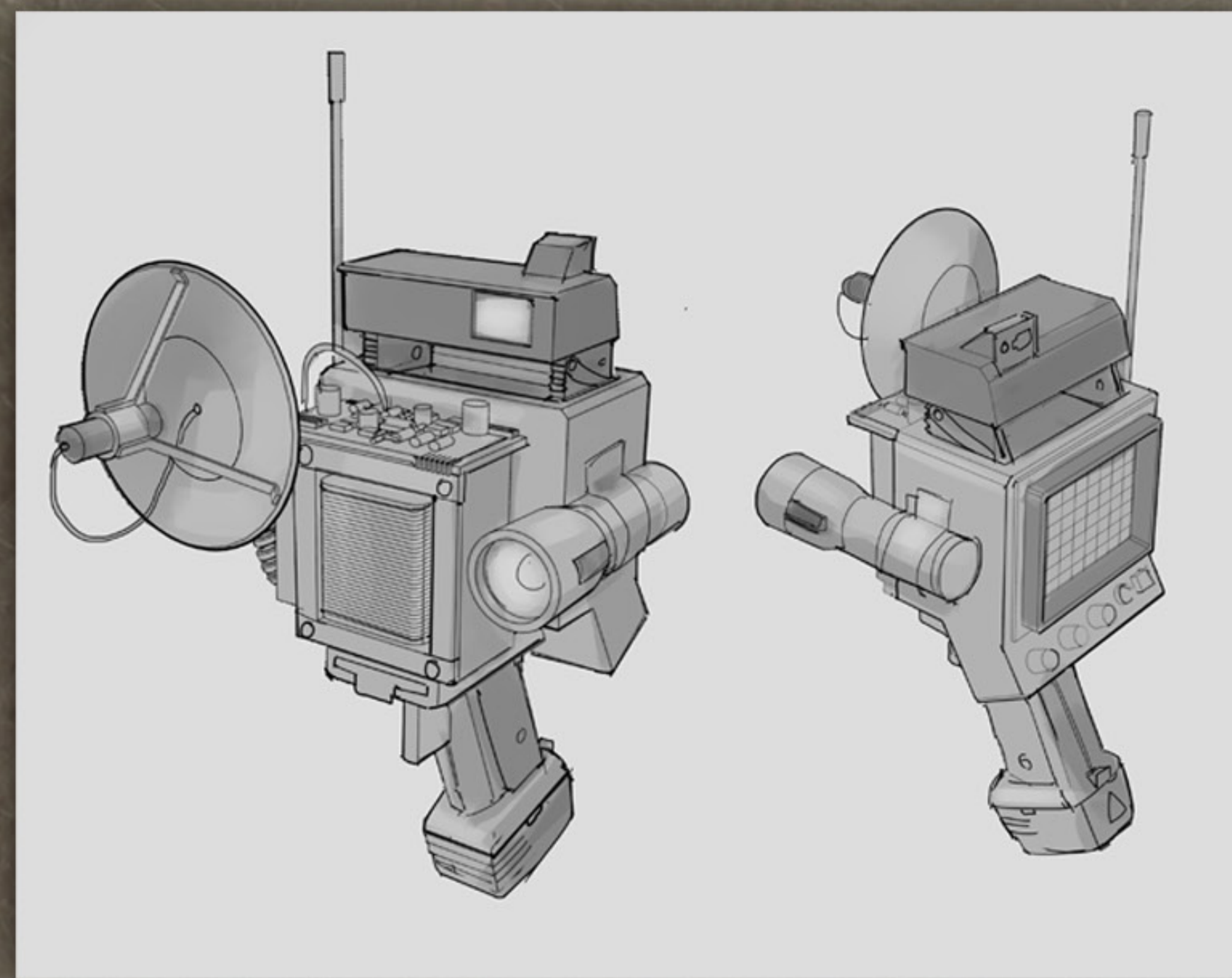
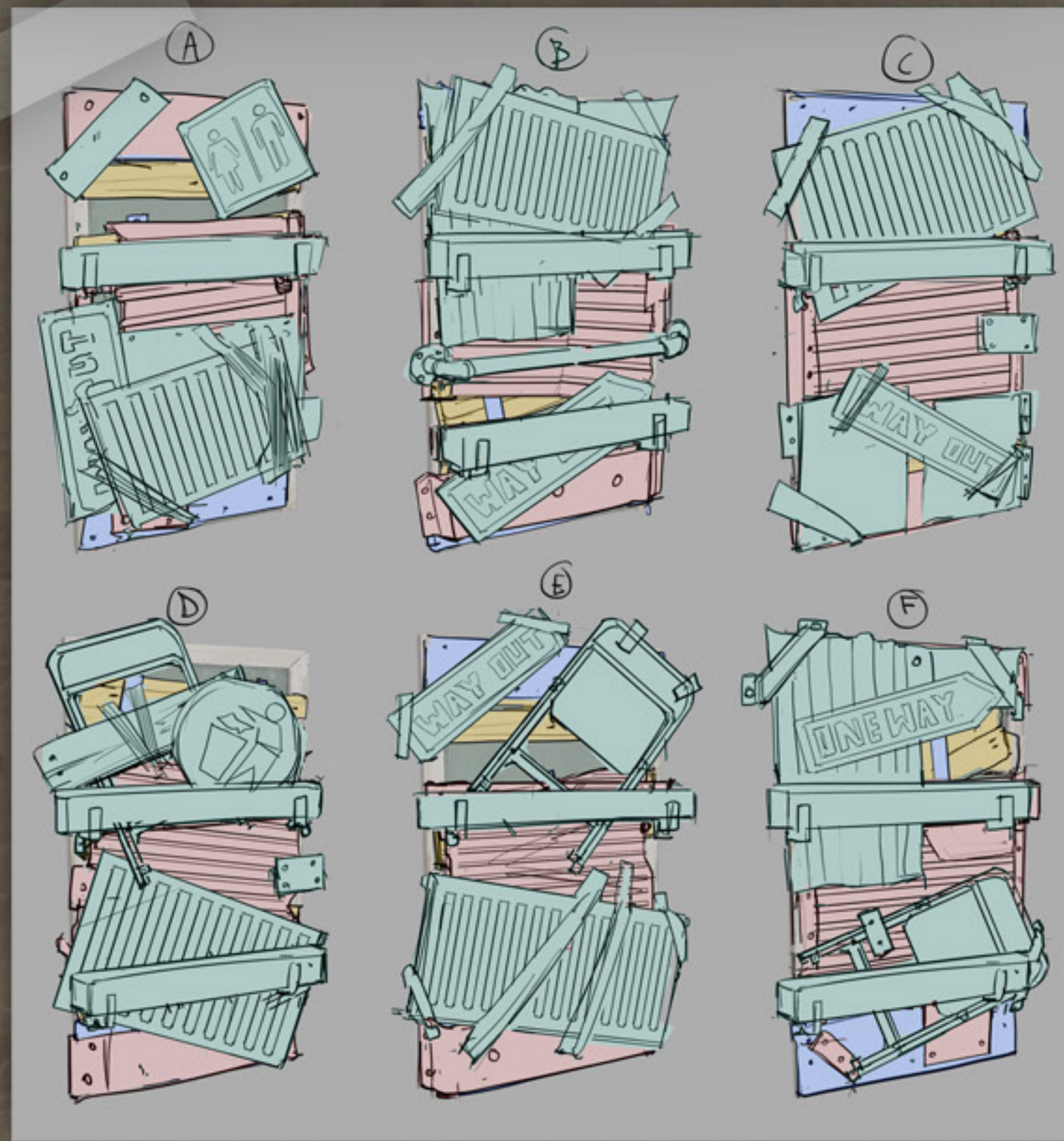
The Slasher was always intended to be an axe or machete wielding killer. His appearance evolved into becoming the janitor of the school.



WEAPONS AND GADGETS

WEAPONS

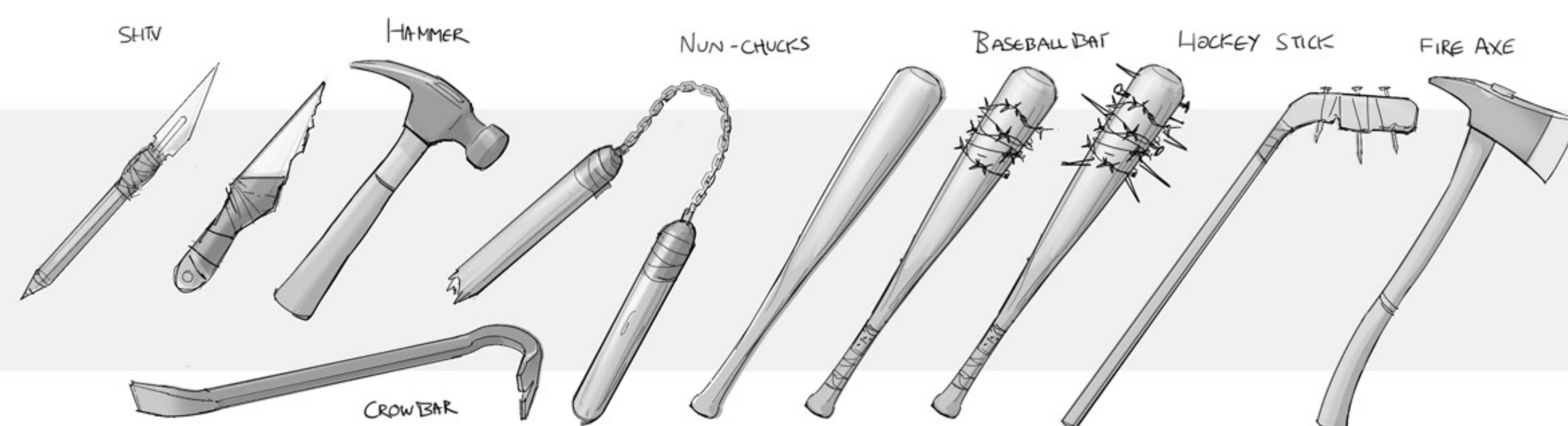
During development, numerous variations of gadgets were sketched and designed.



WEAPONS

From the early stage, each class was designed to have special items that were unique to it.

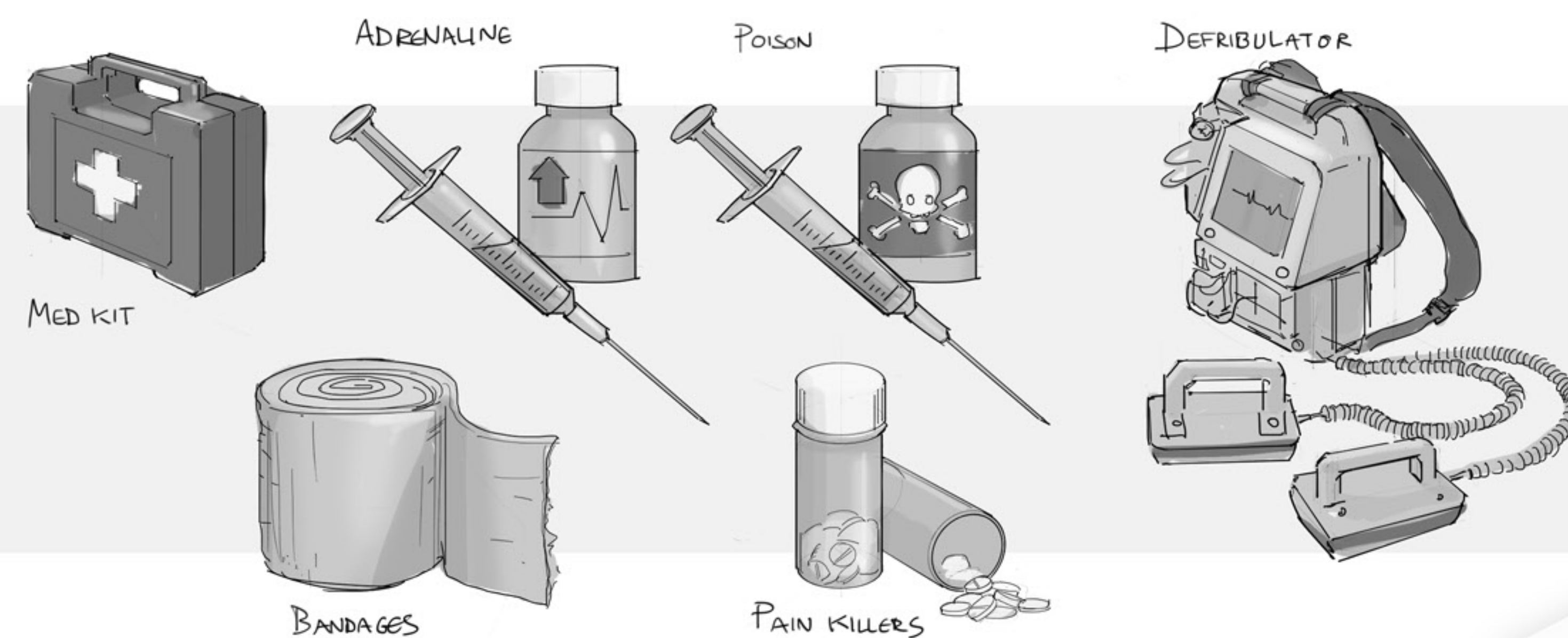
ASSAULT



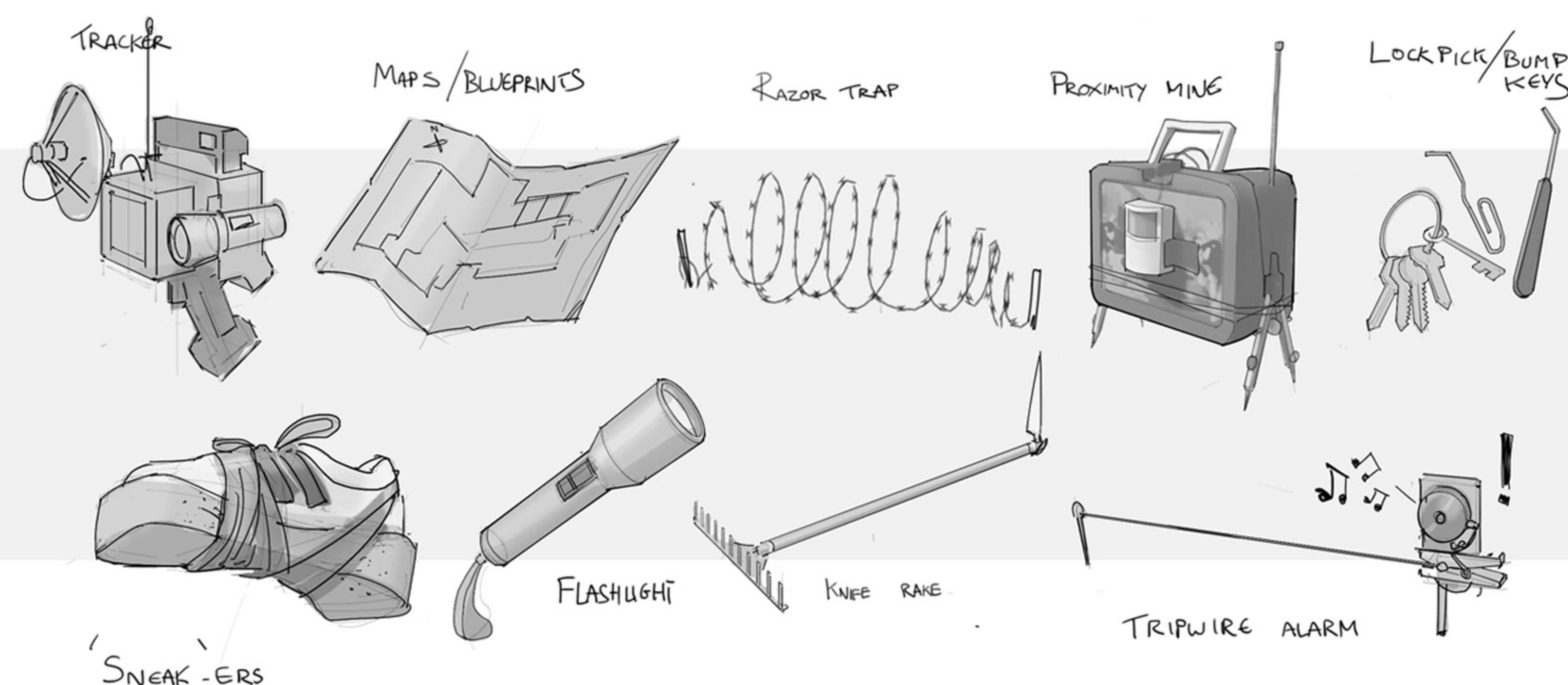
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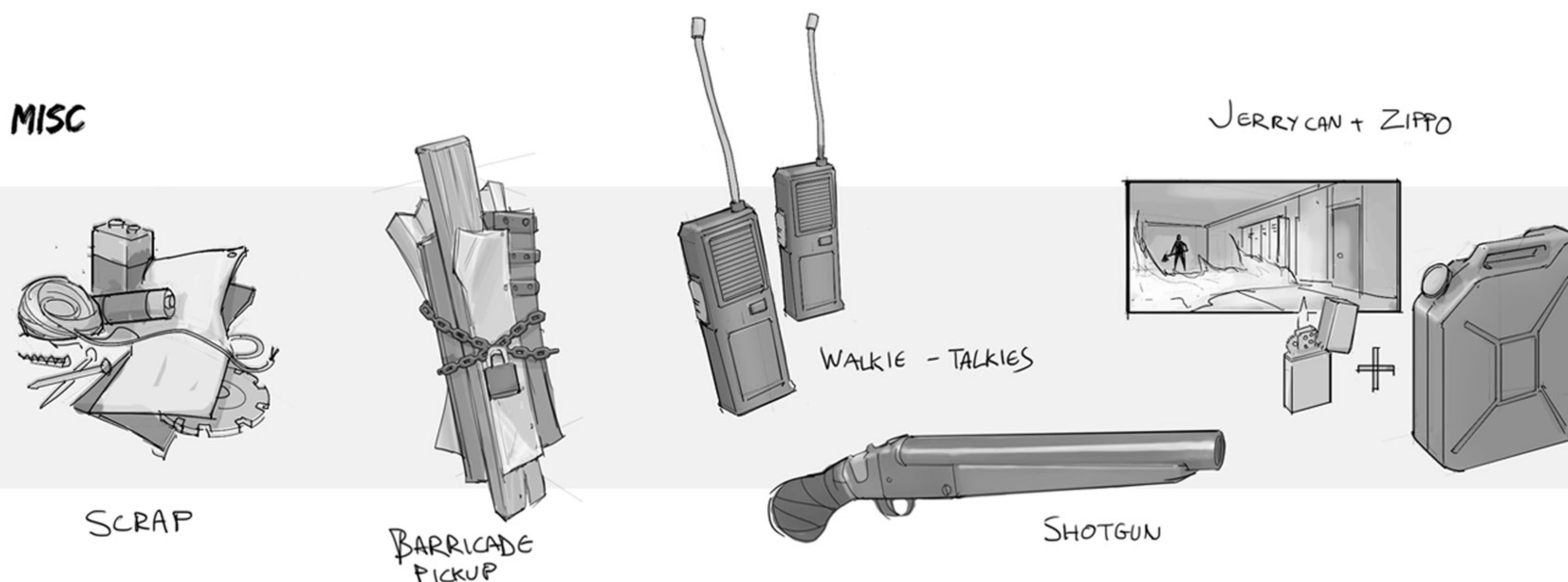
MEDIC



SCOUT

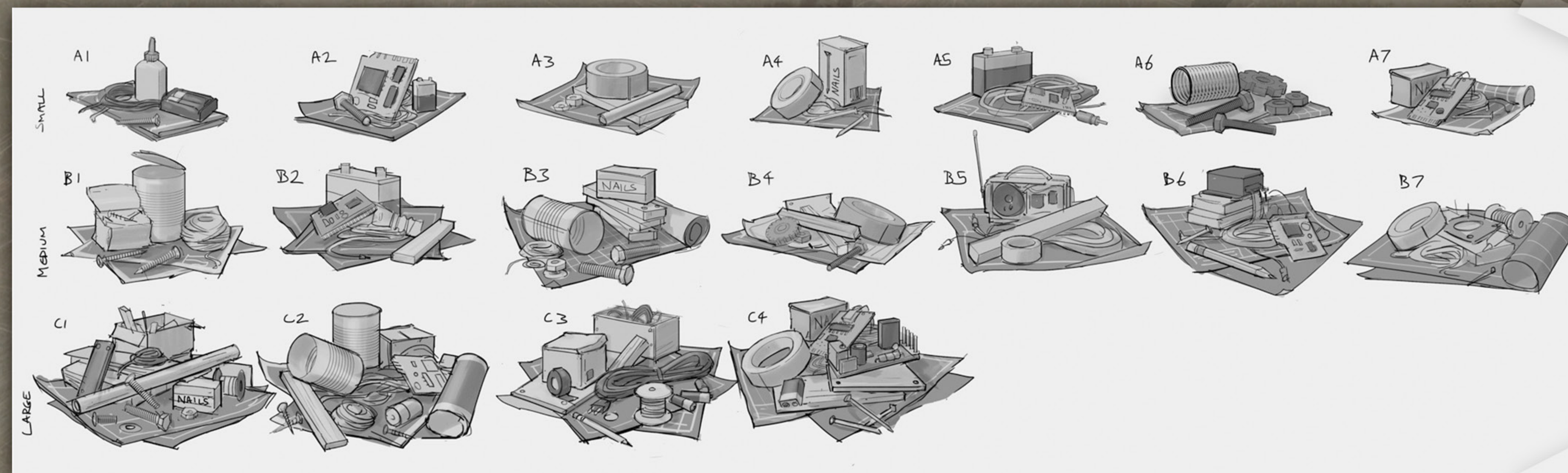


MISC



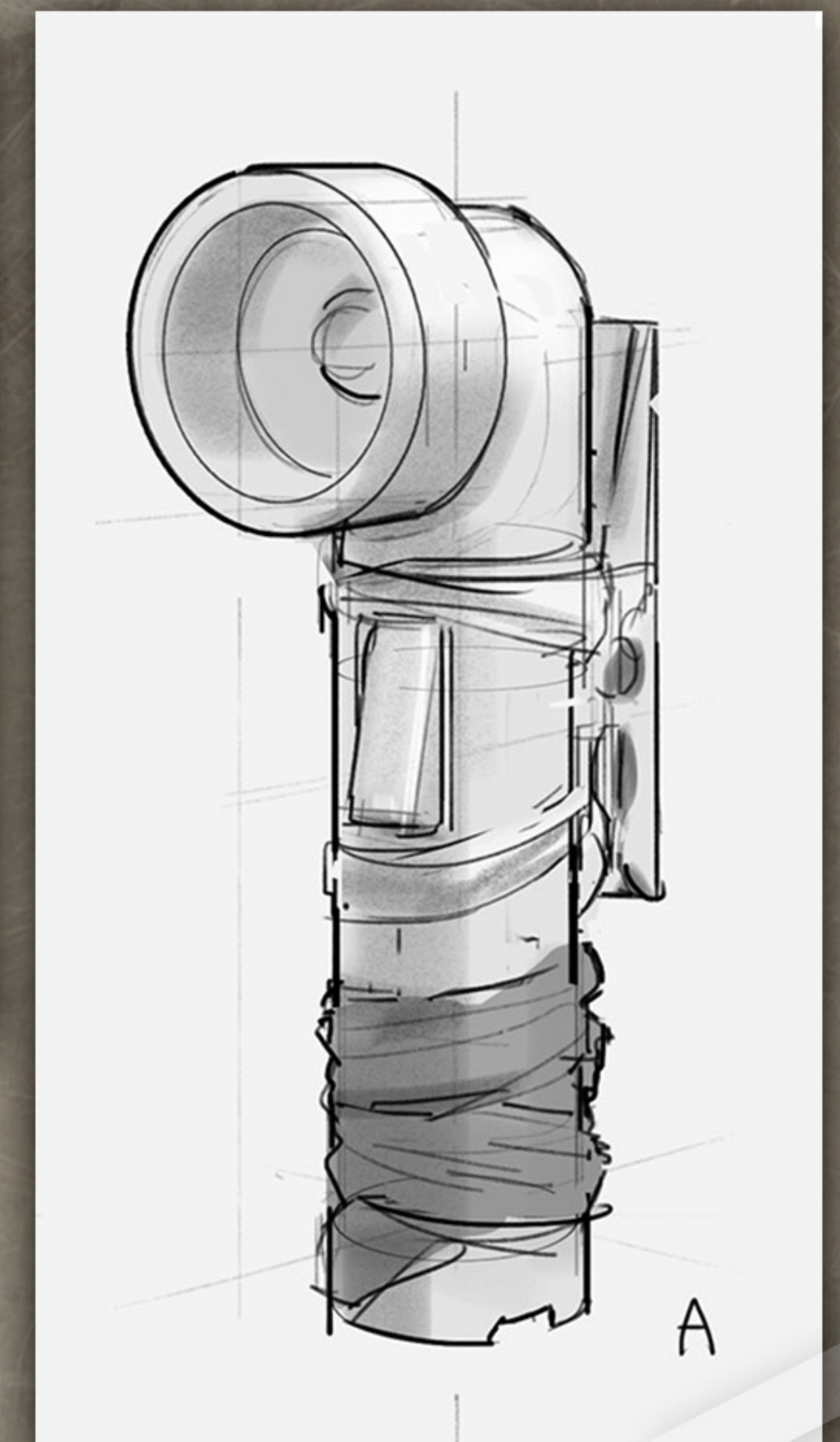
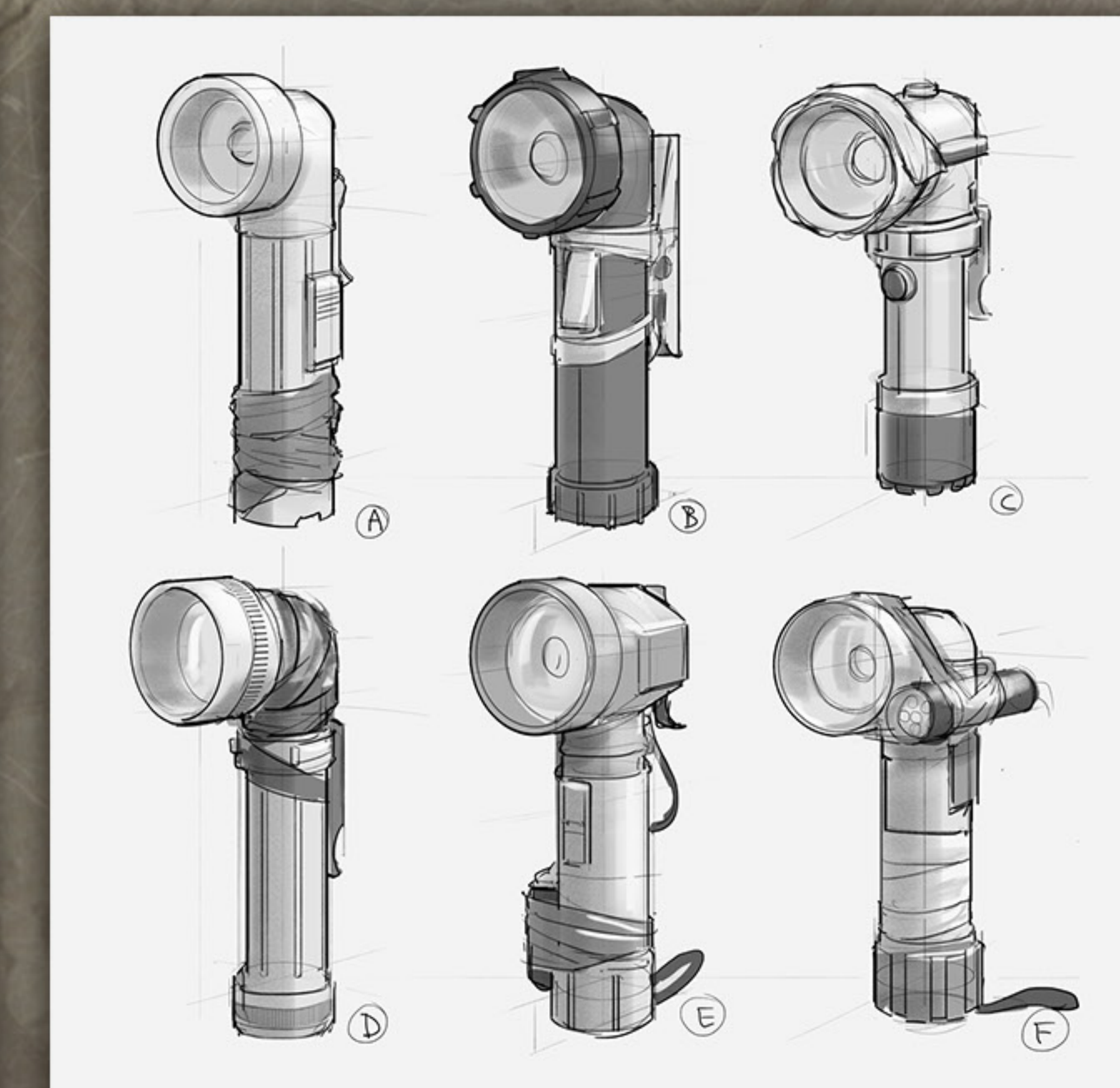
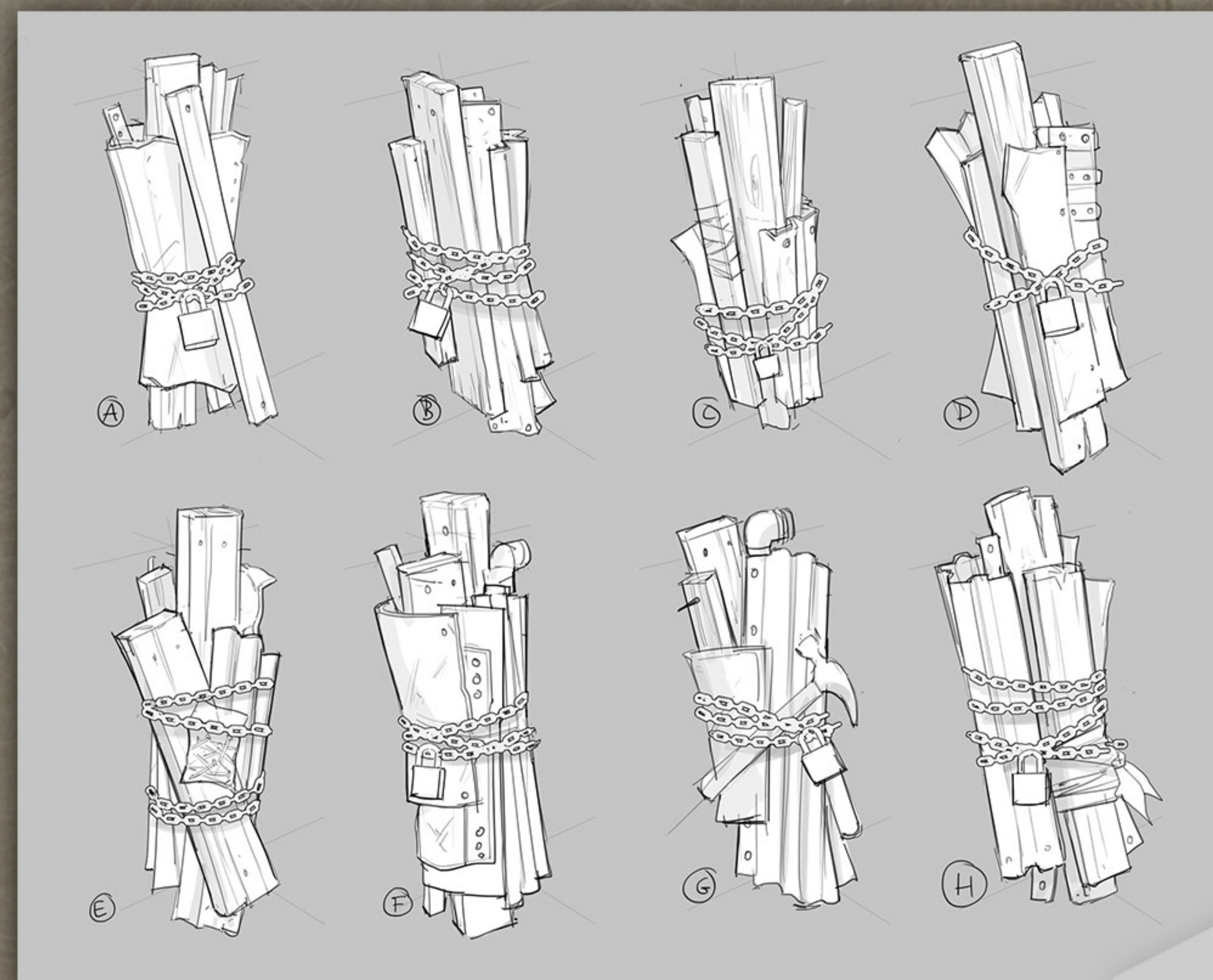
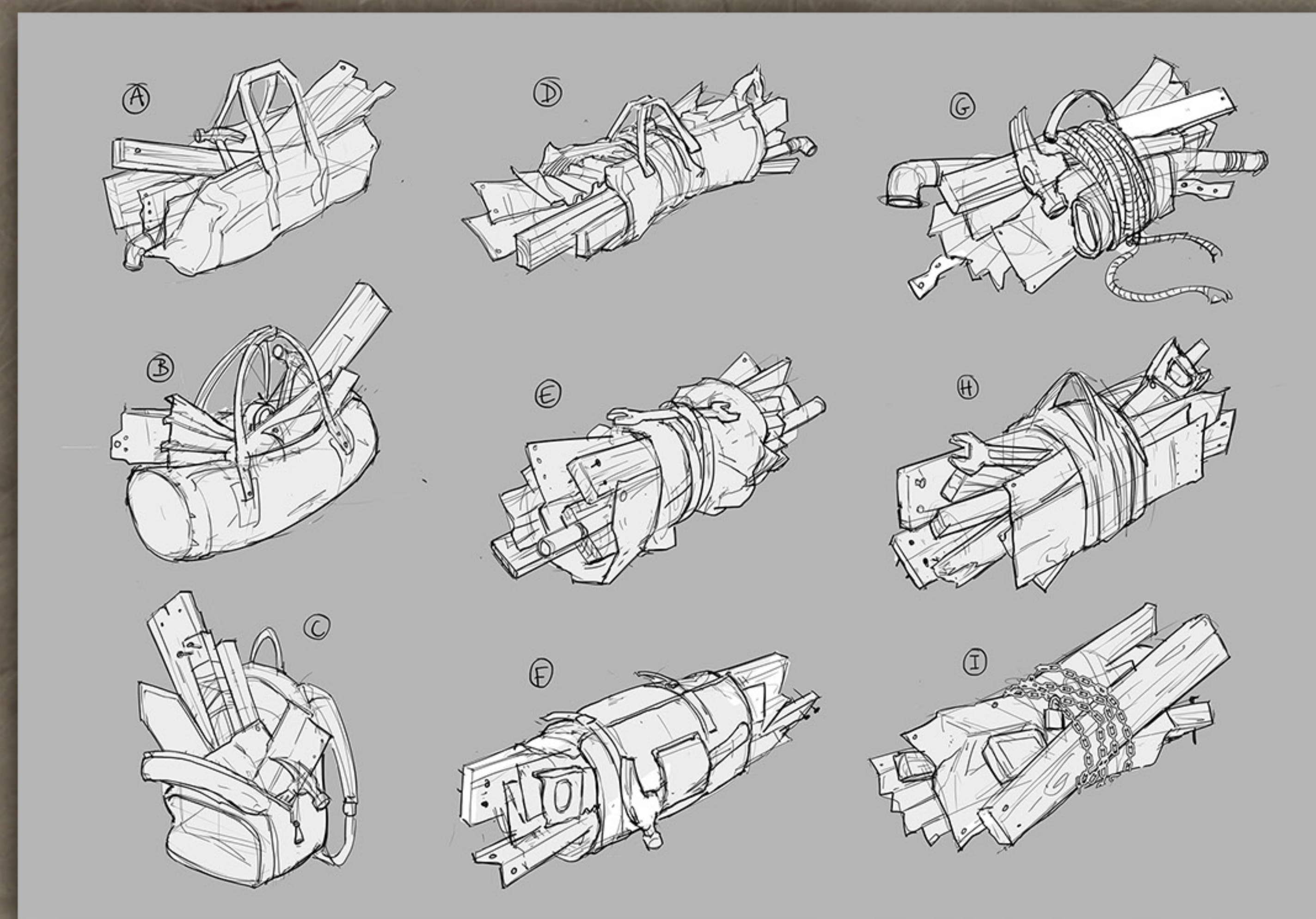
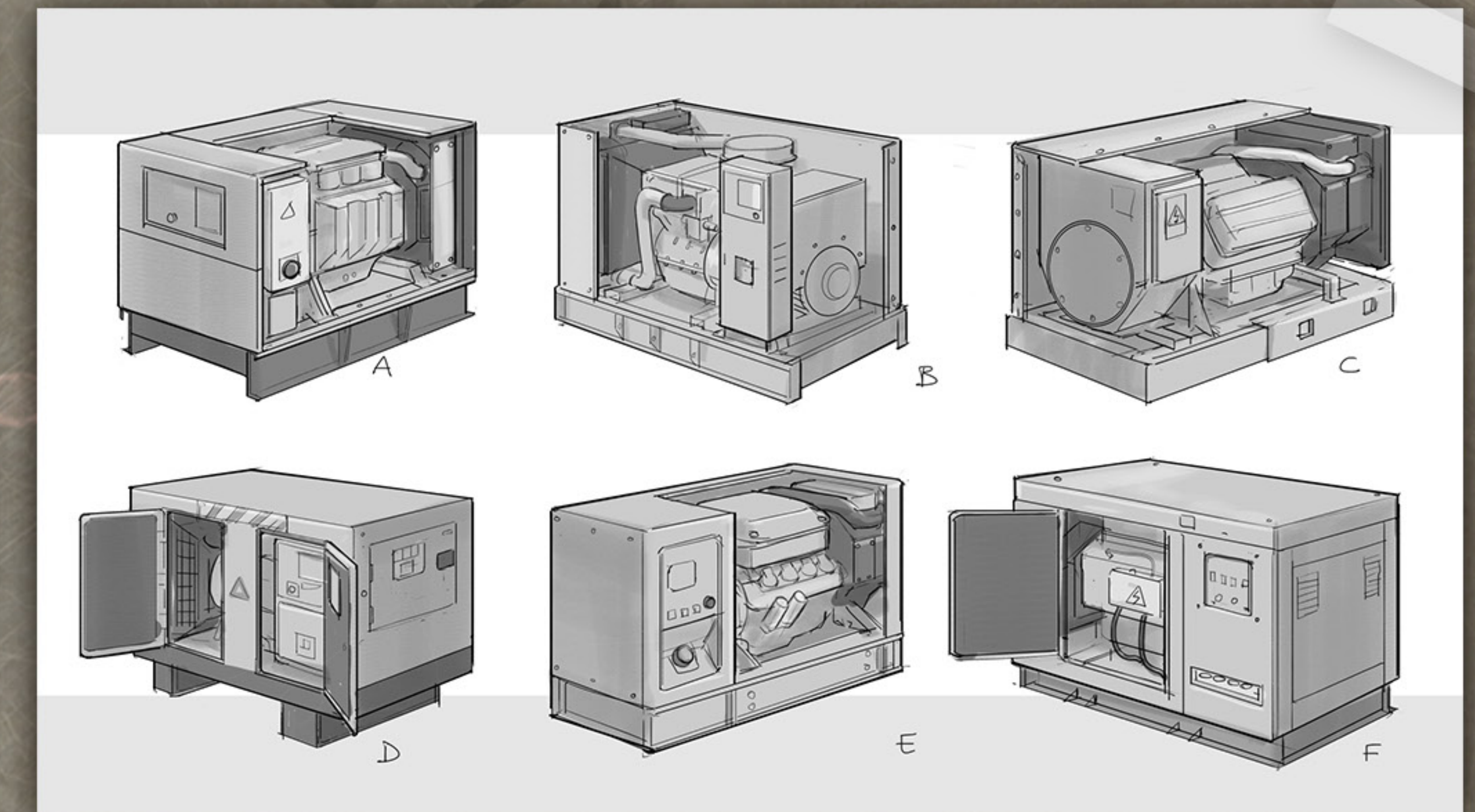
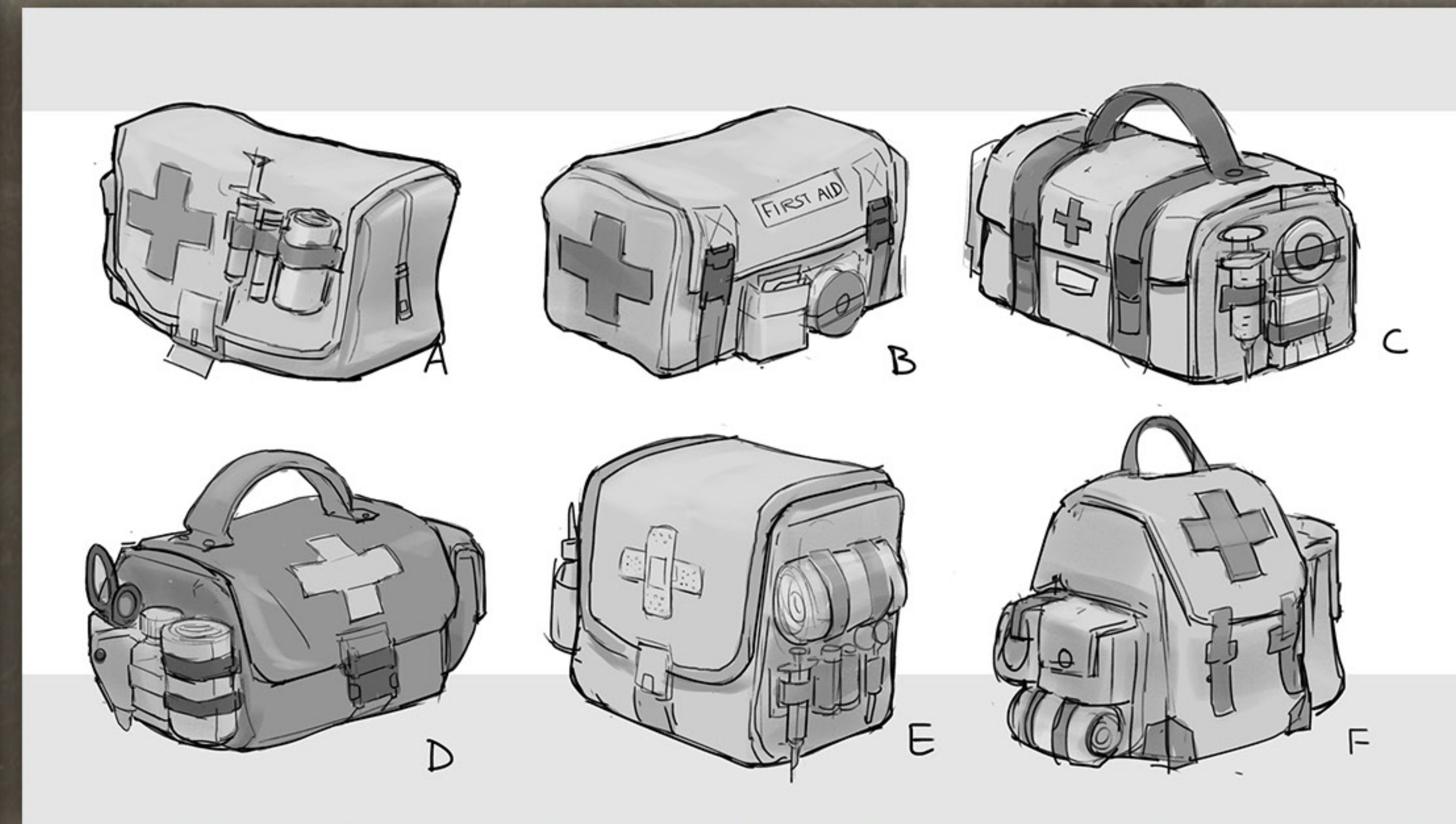
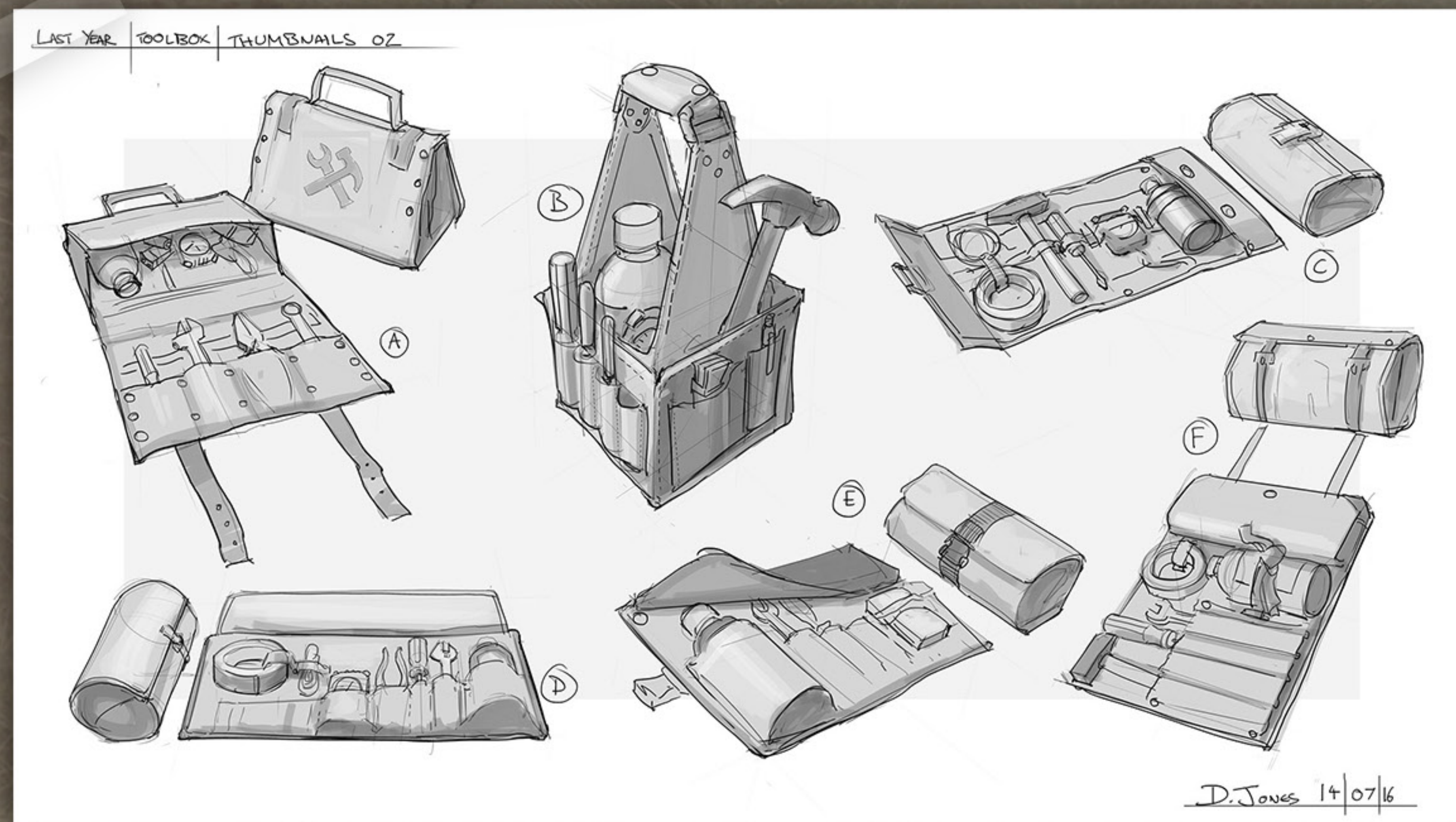
WEAPONS

Originally, Barricades had multiple levels of strength but this was replaced with a single barricade that was easier to use.



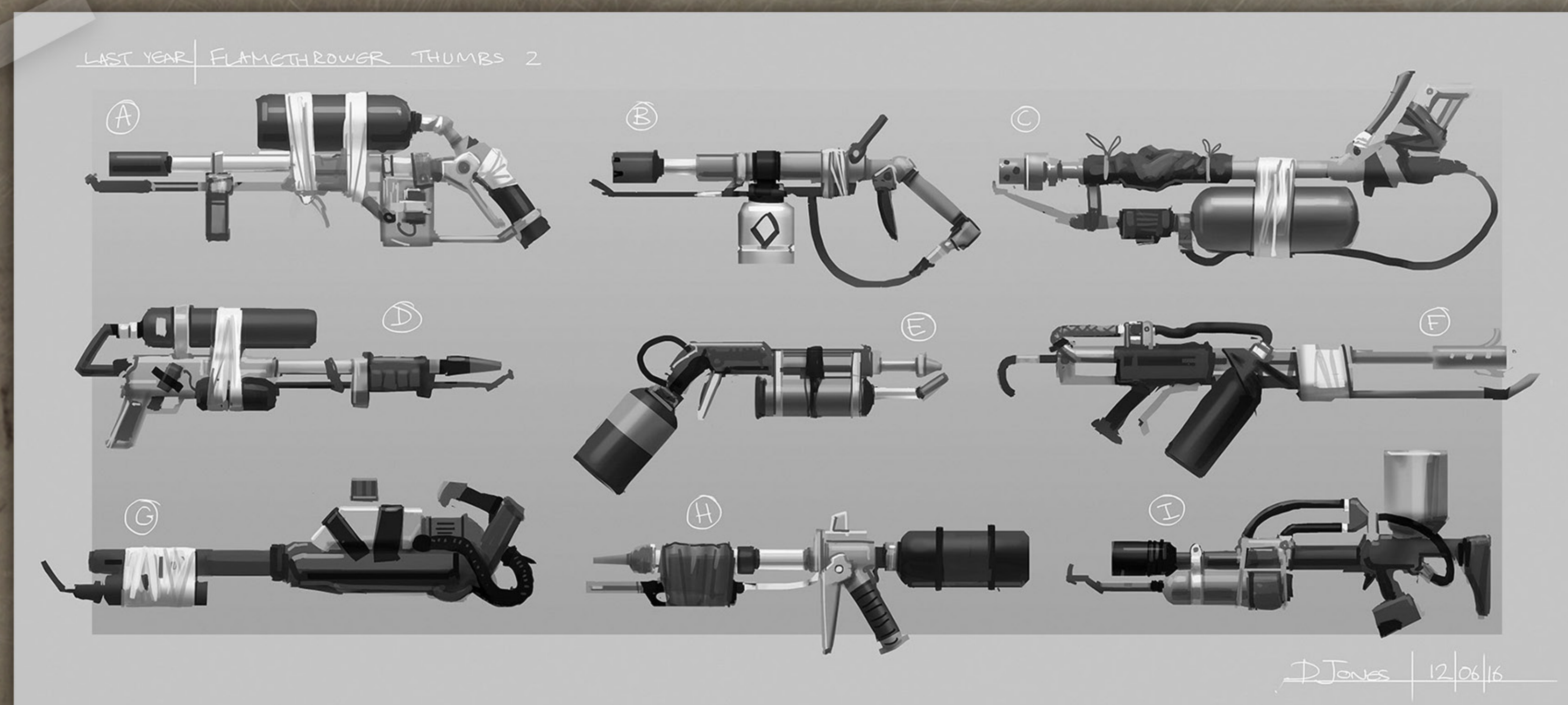
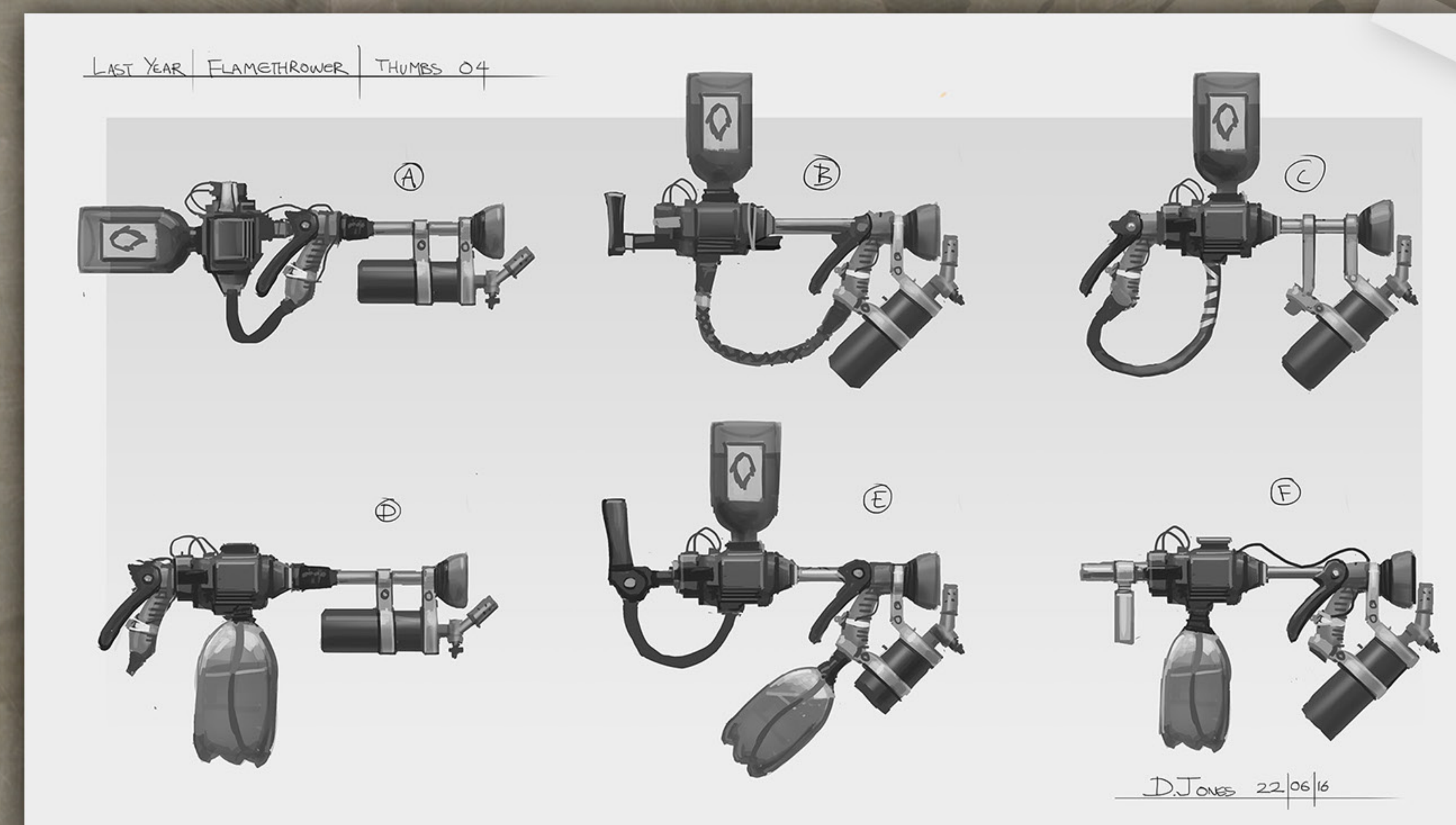
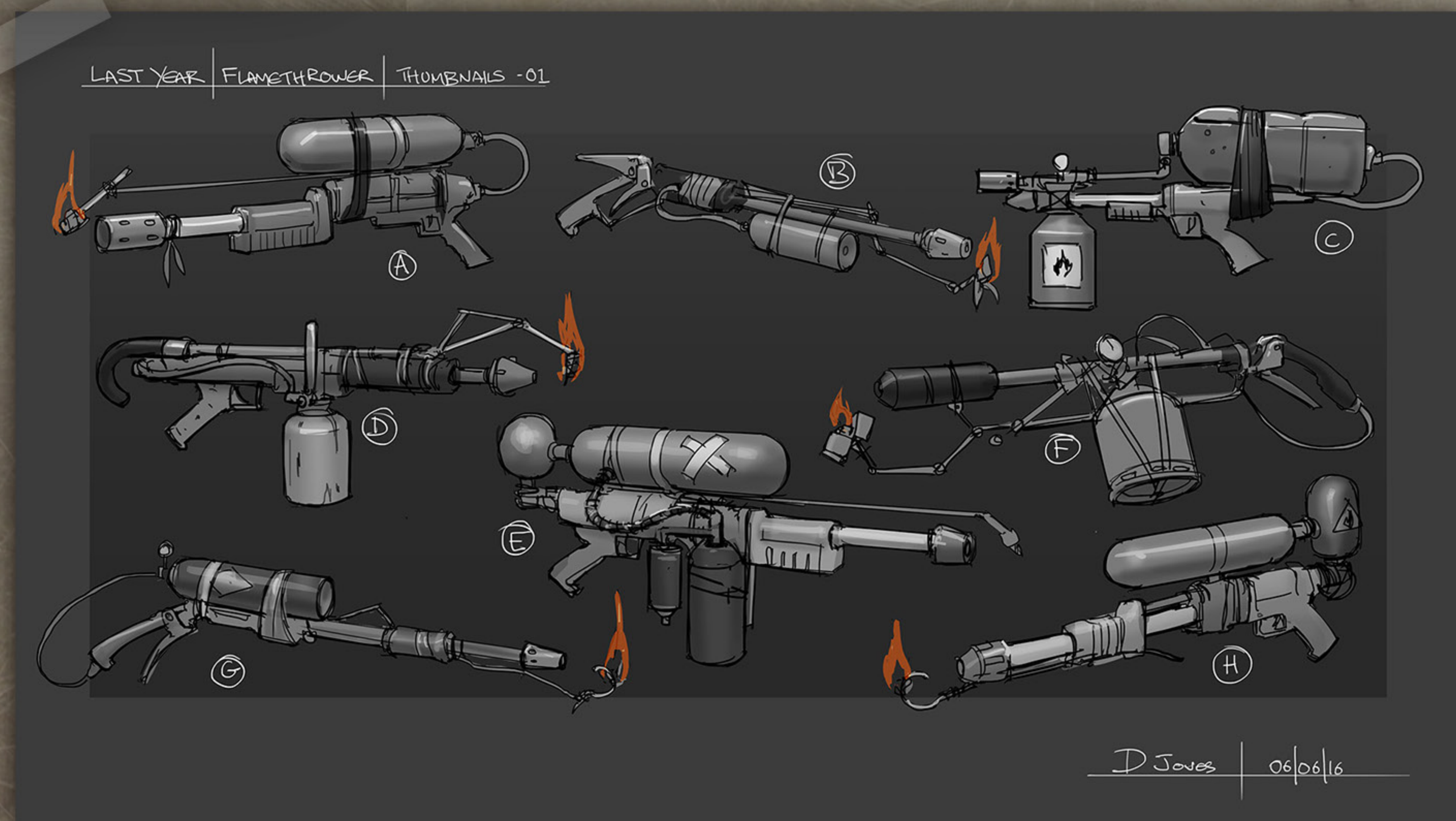
WEAPONS

The toolbox and medic bag also went through multiple rounds of revision.



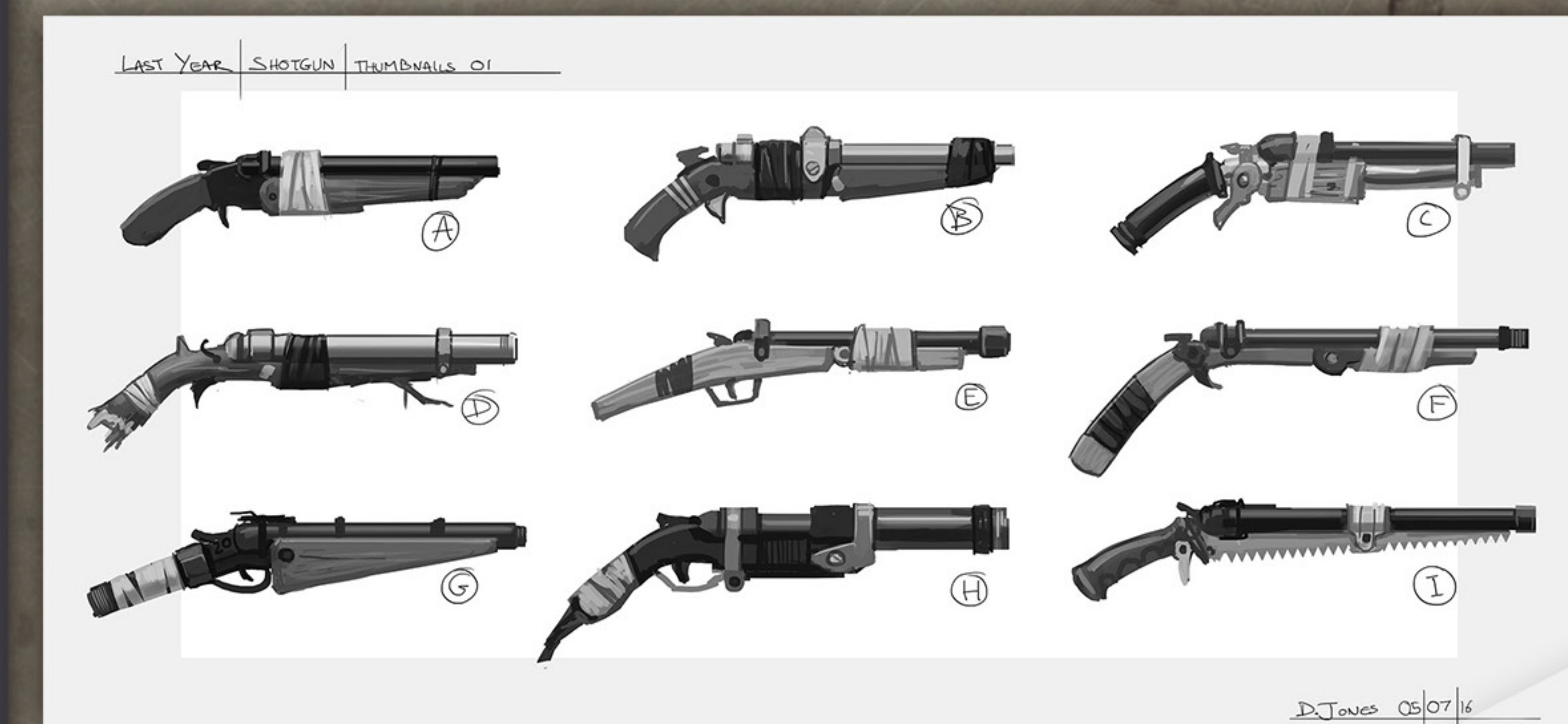
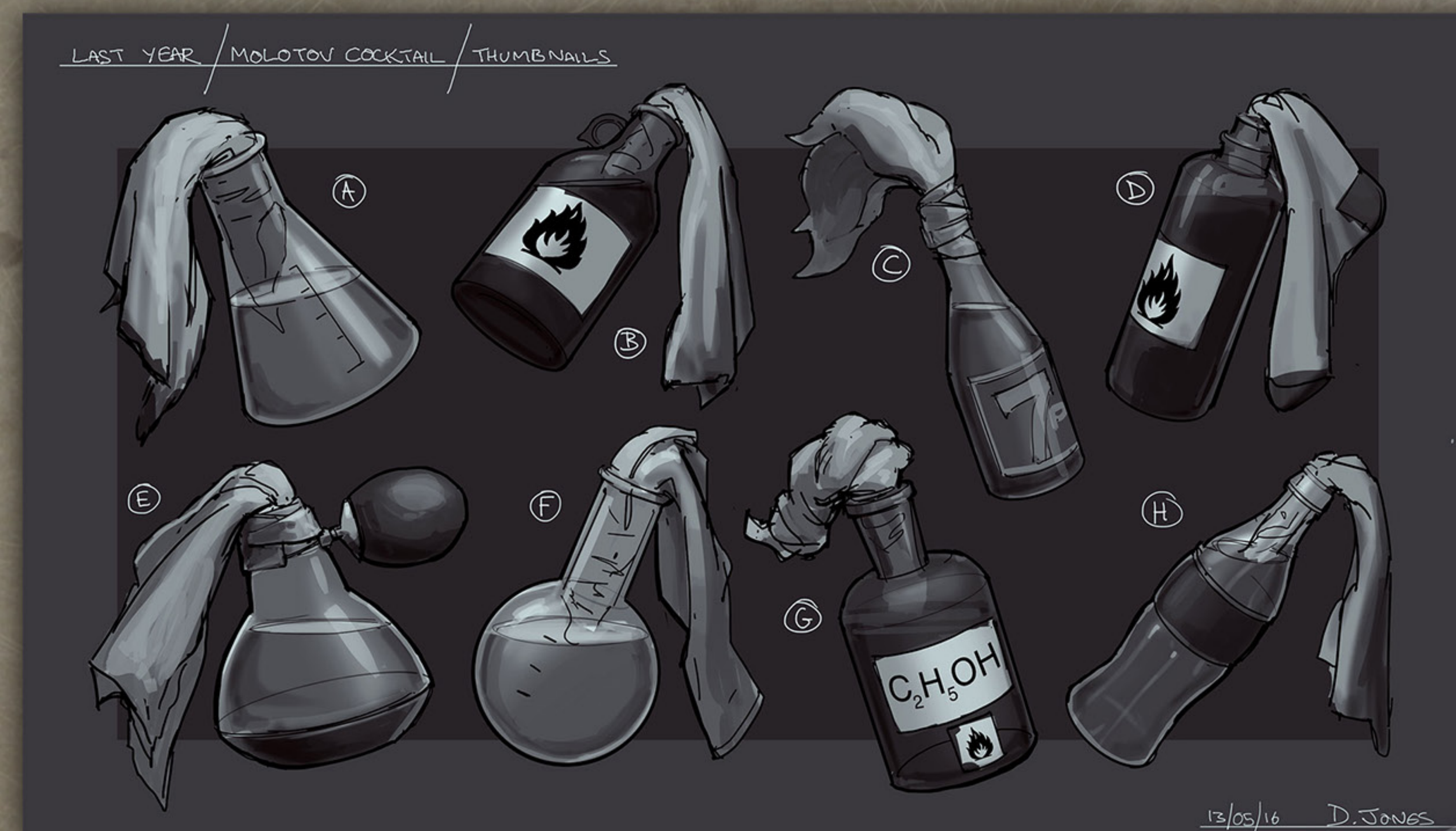
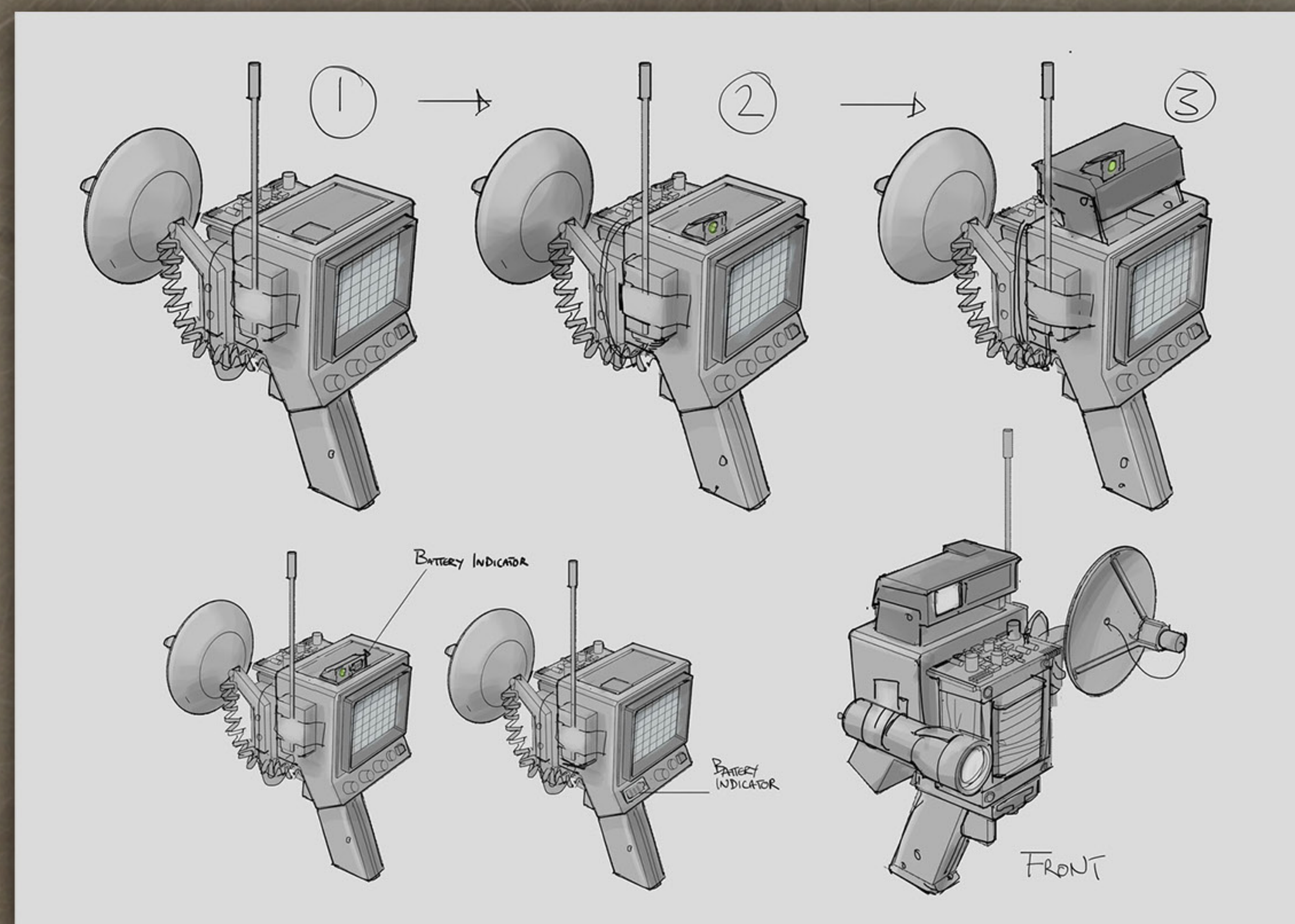
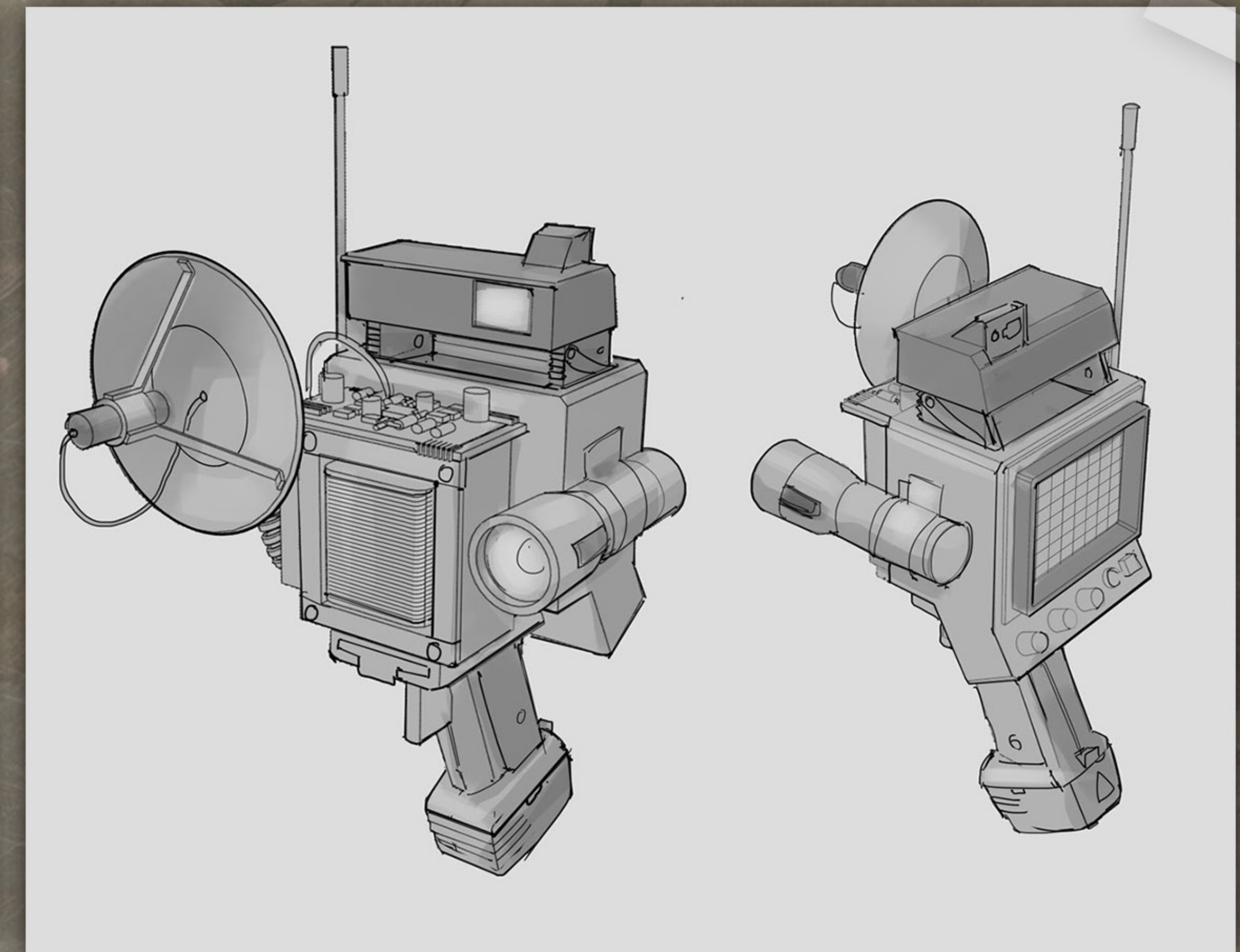
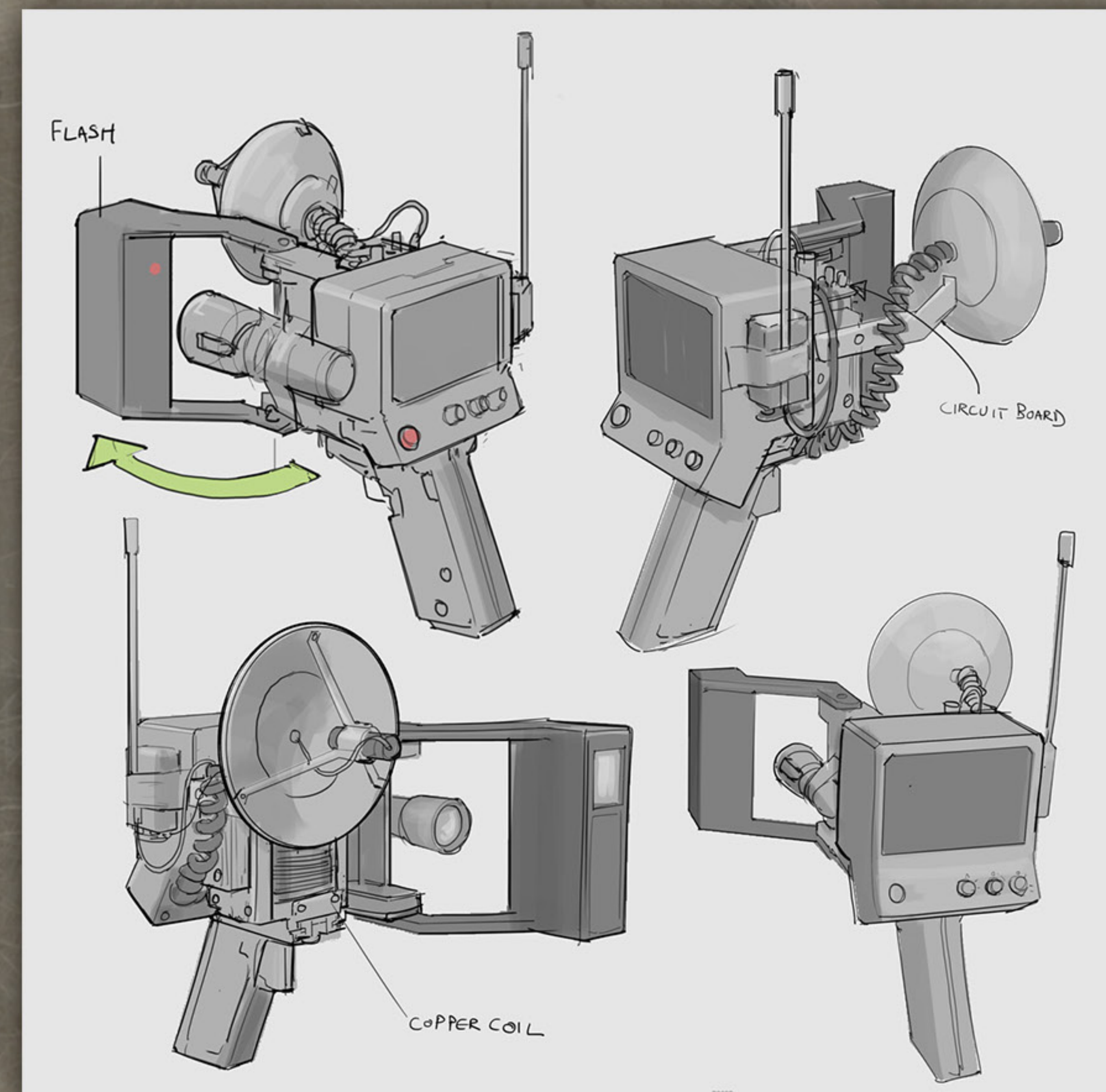
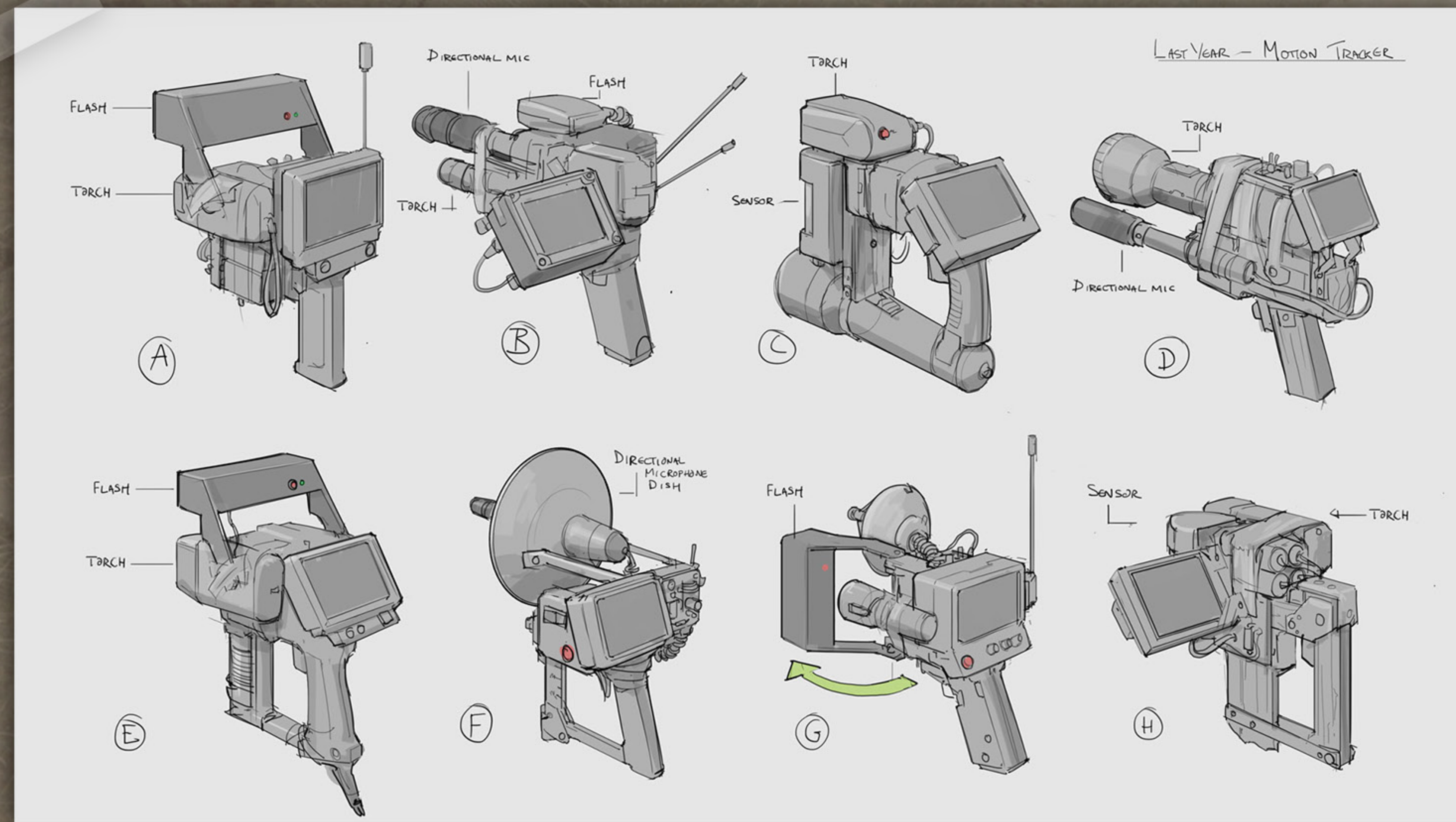
WEAPONS

The Flamethrower was intended to look like it was constructed from parts that could be found inside a home garage.



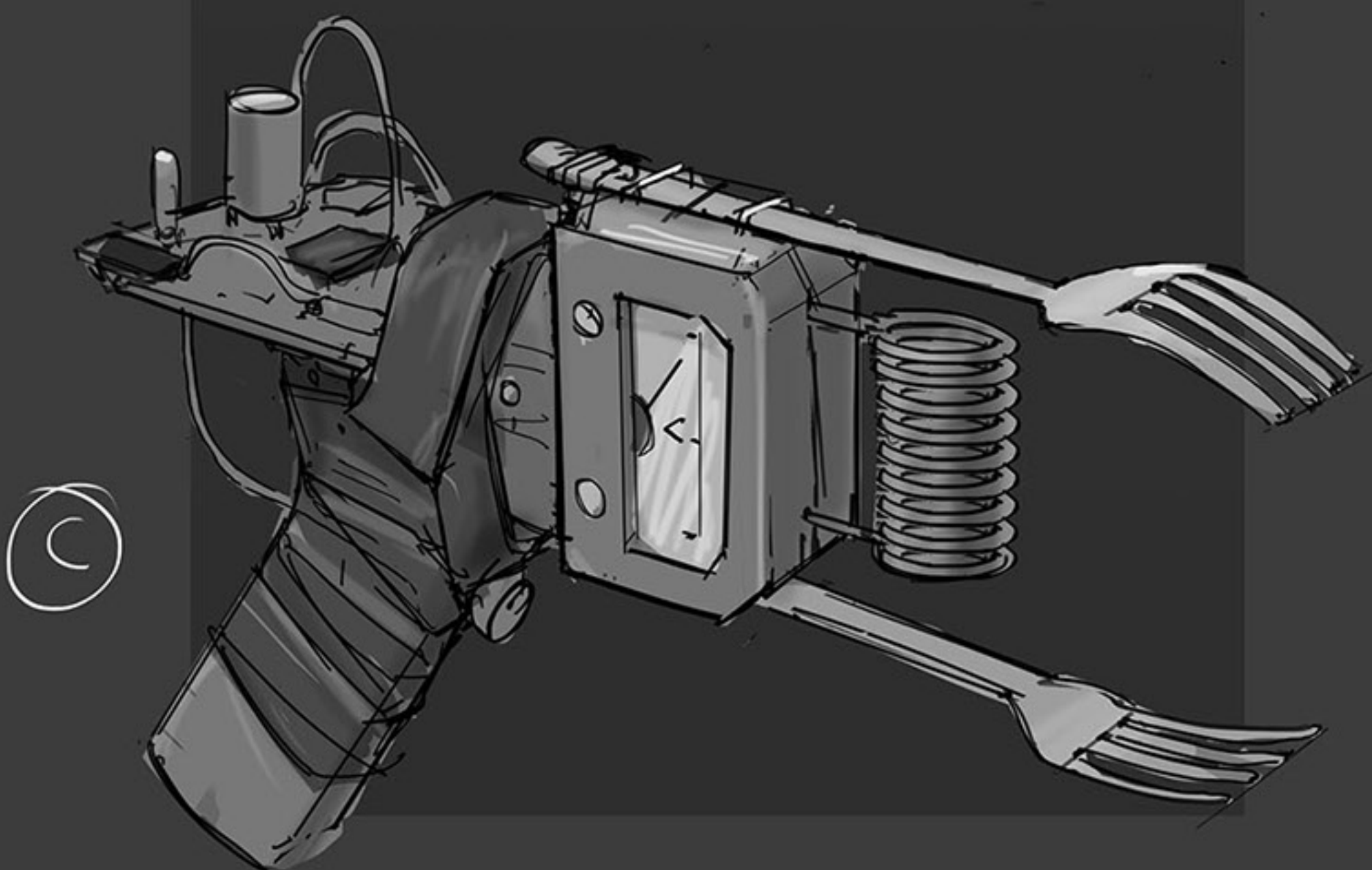
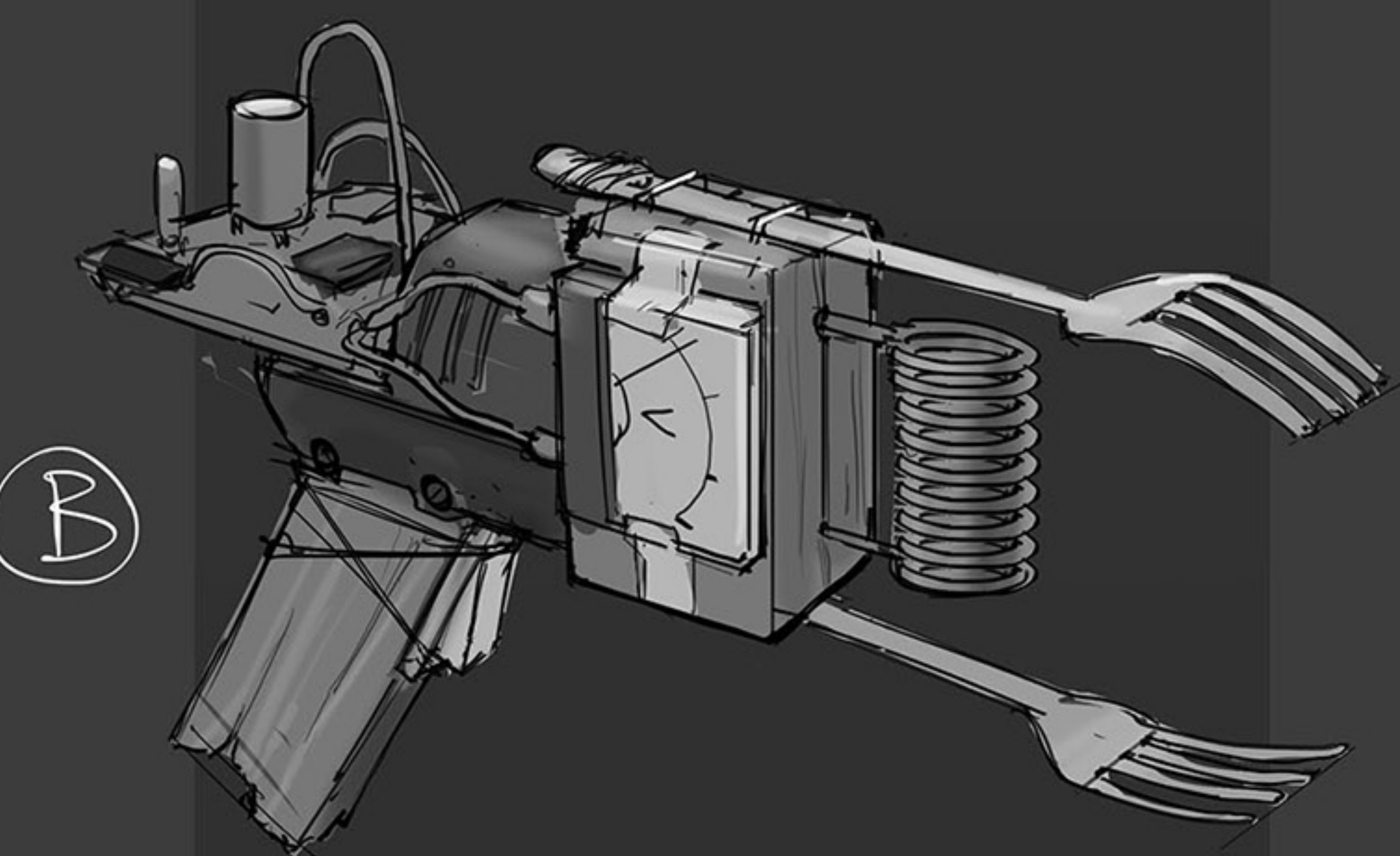
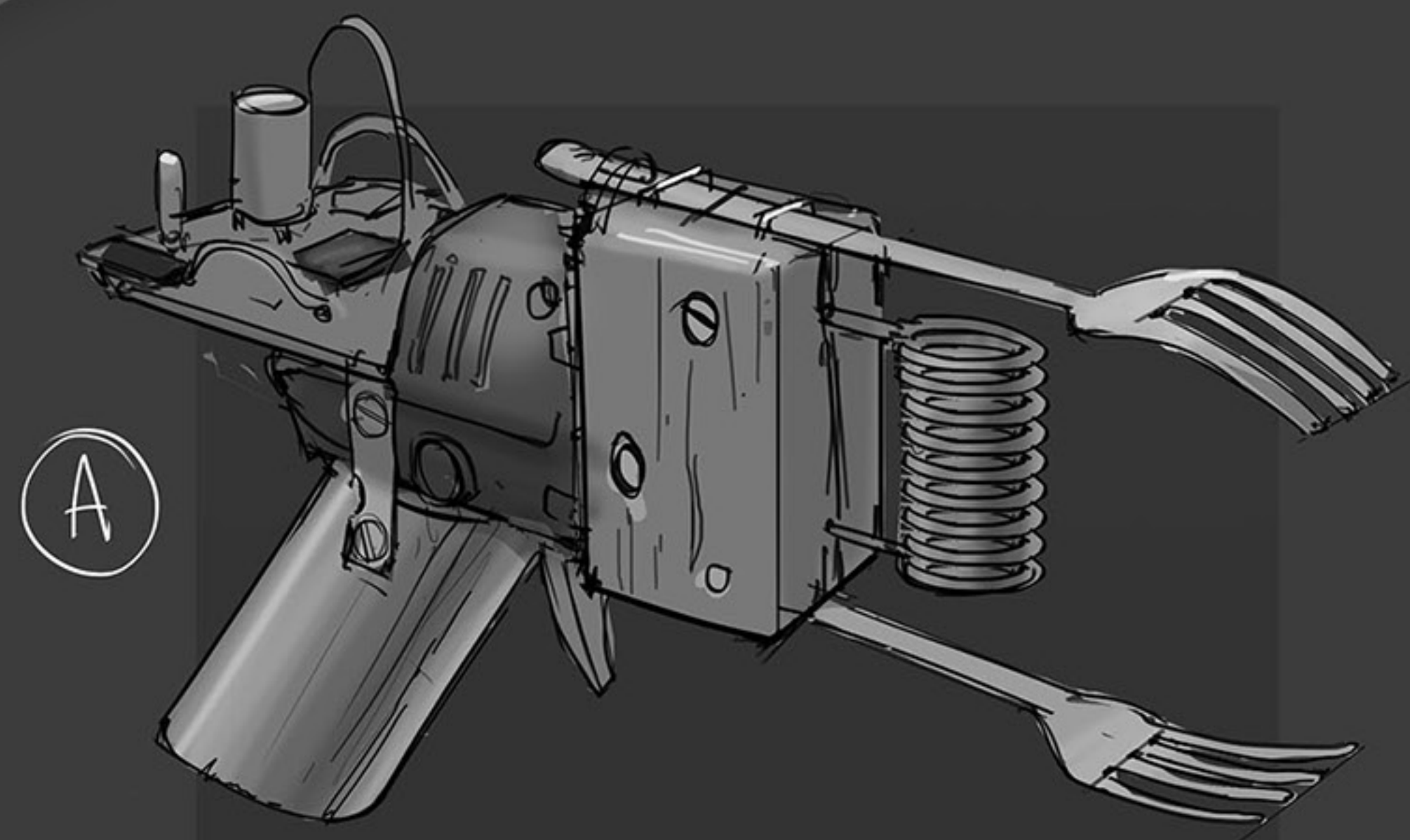
WEAPONS

The tracker, molotov, and shotgun also went through multiple rounds of exploration during development.

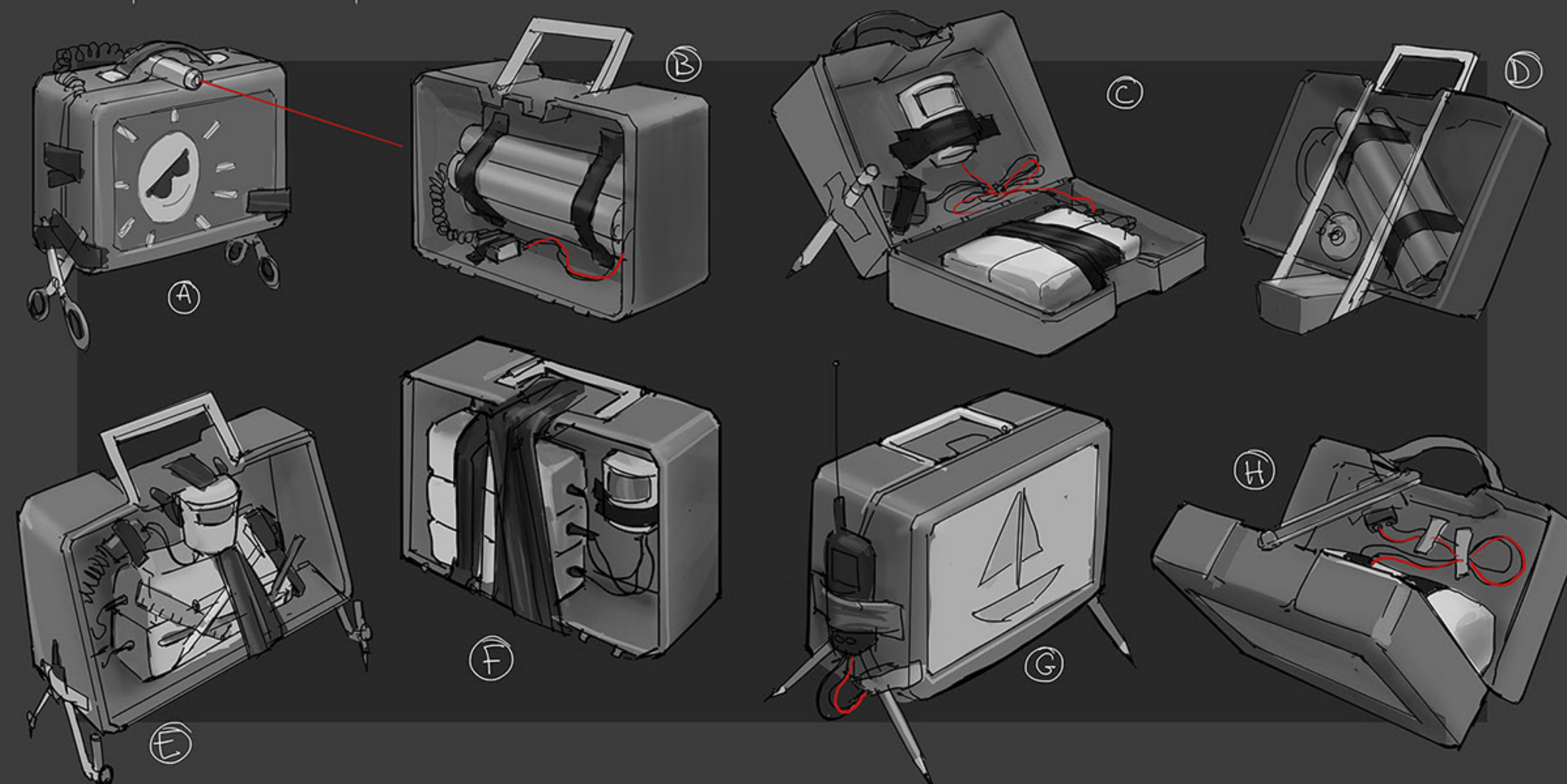


WEAPONS

Some weapons were designed to appear built from items found in a school, like lunchboxes, thermoses, and batteries.

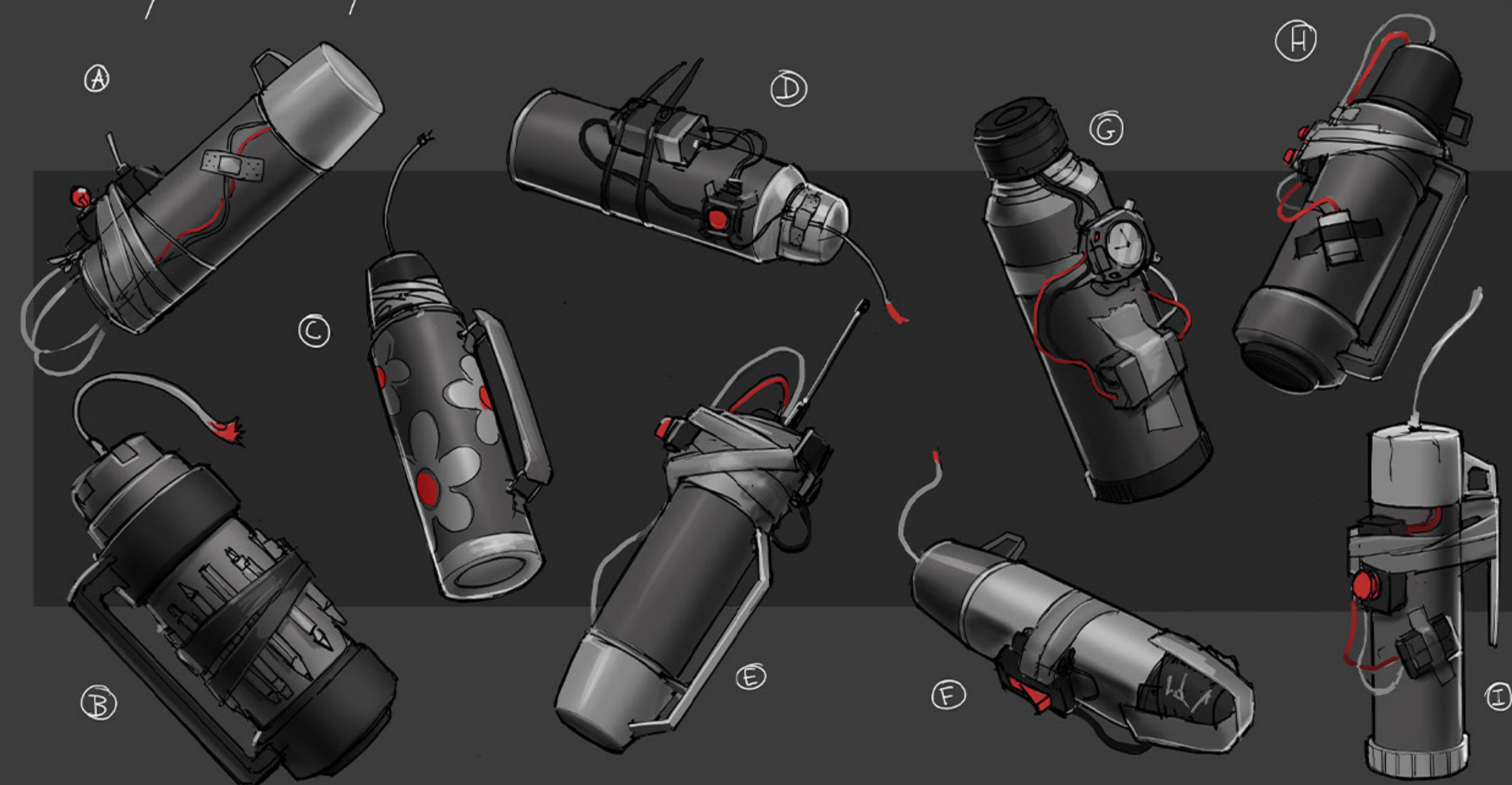


LAST YEAR | PROXIMITY MINE | THUMBNAILS - 02



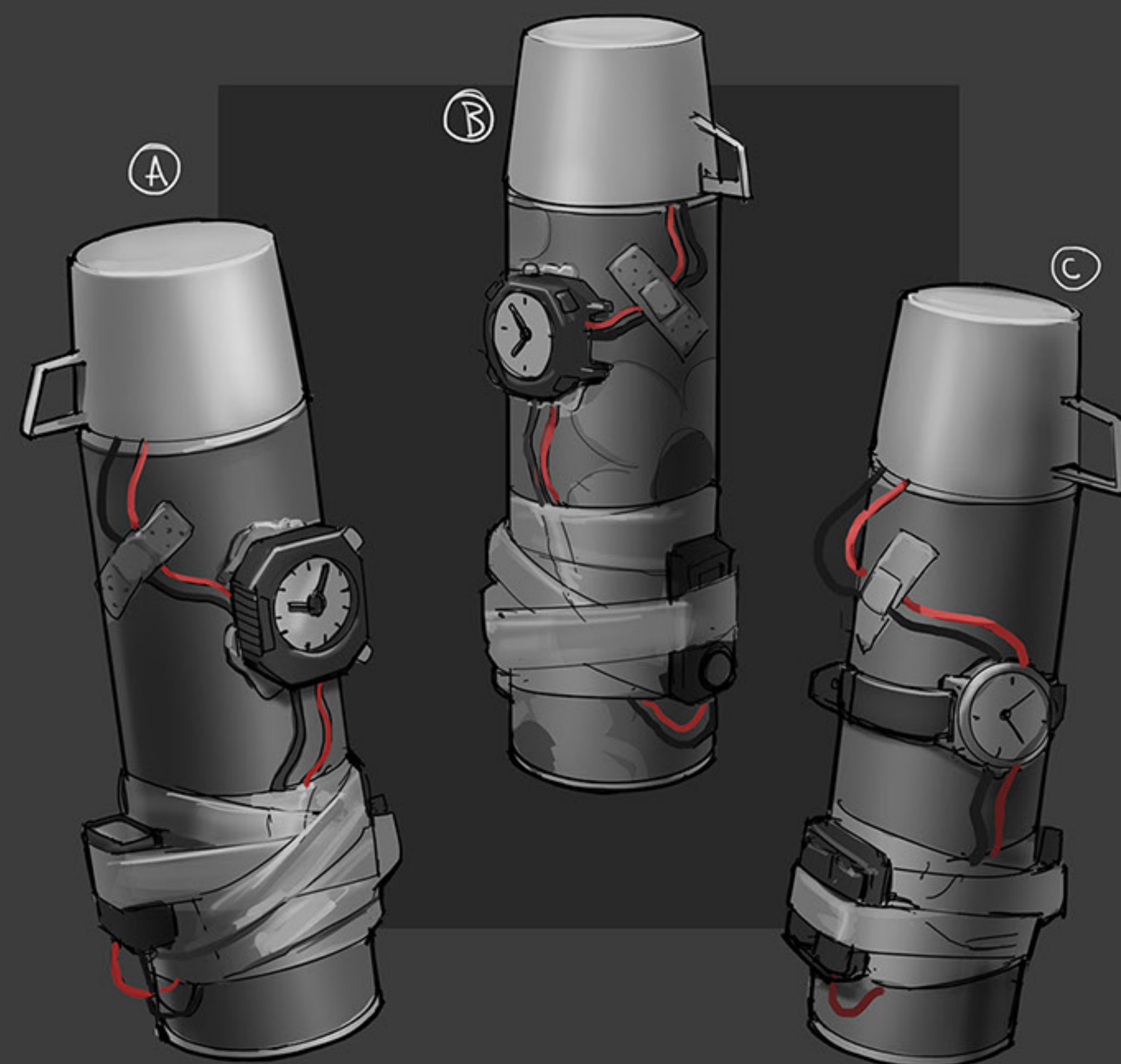
19/05/16 D.JONES

LAST YEAR | THERMOS BOMB | THUMBNAILS - V1



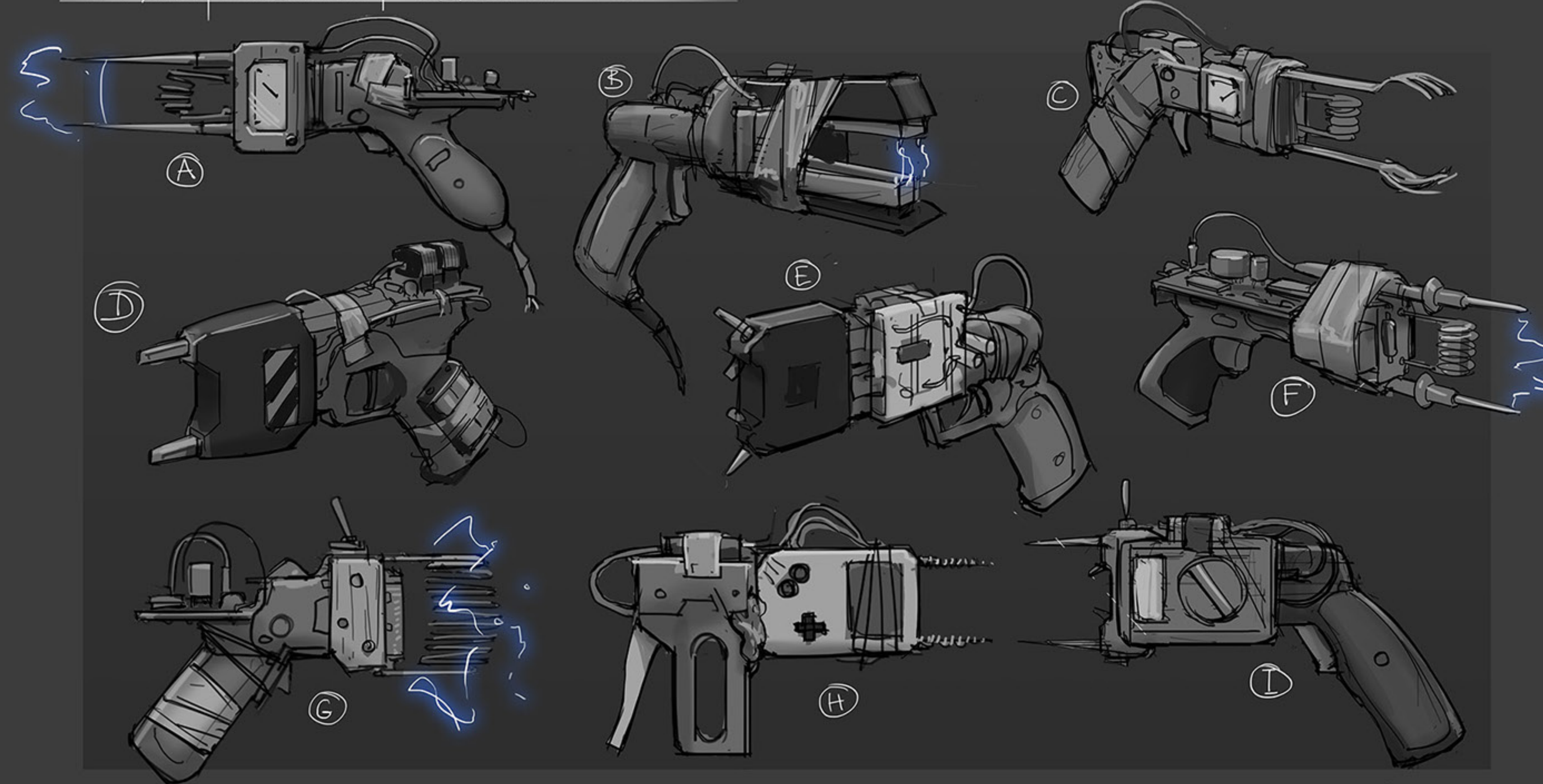
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THERMOS BOMB - V2



05/05/16 D.JONES

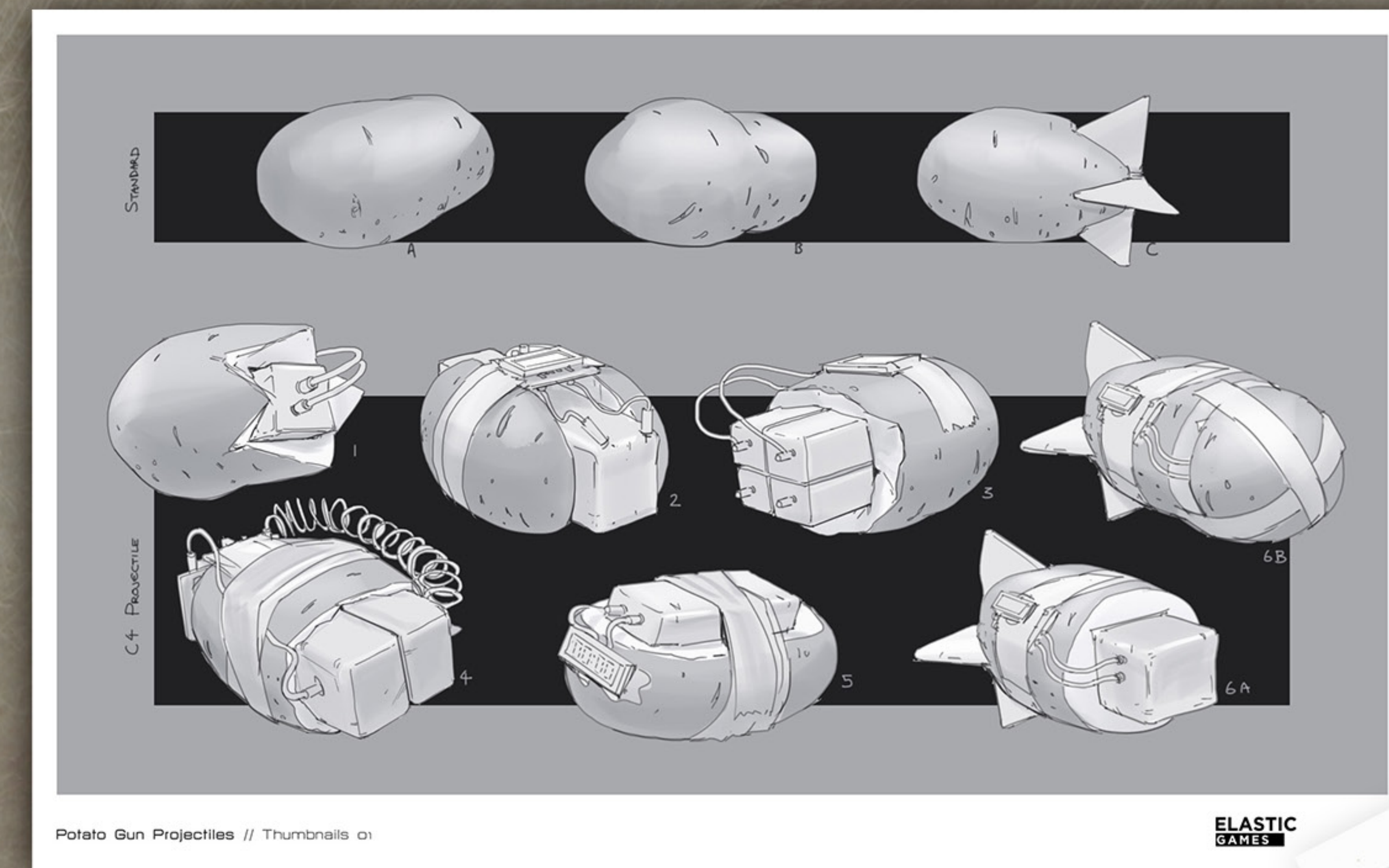
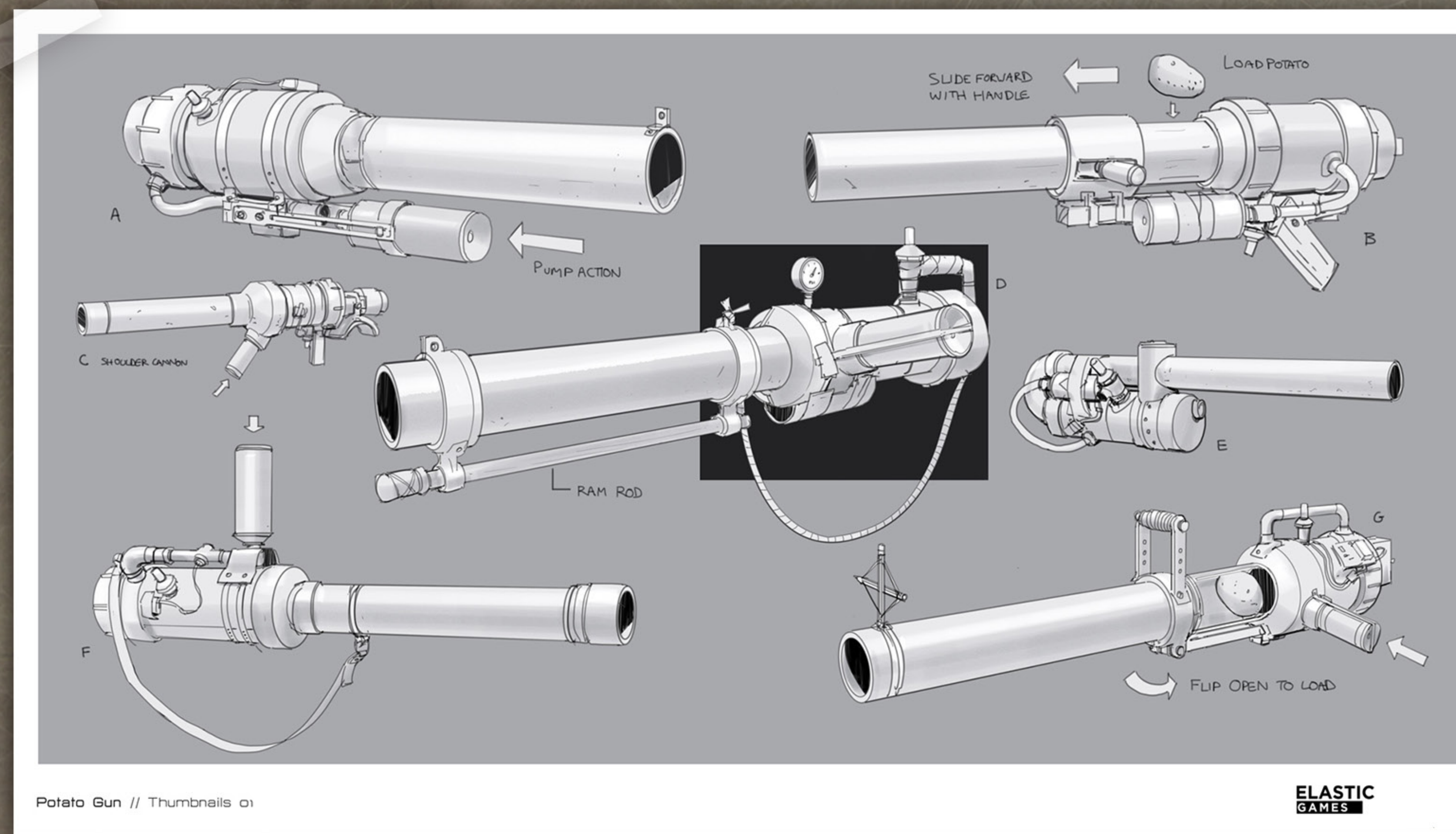
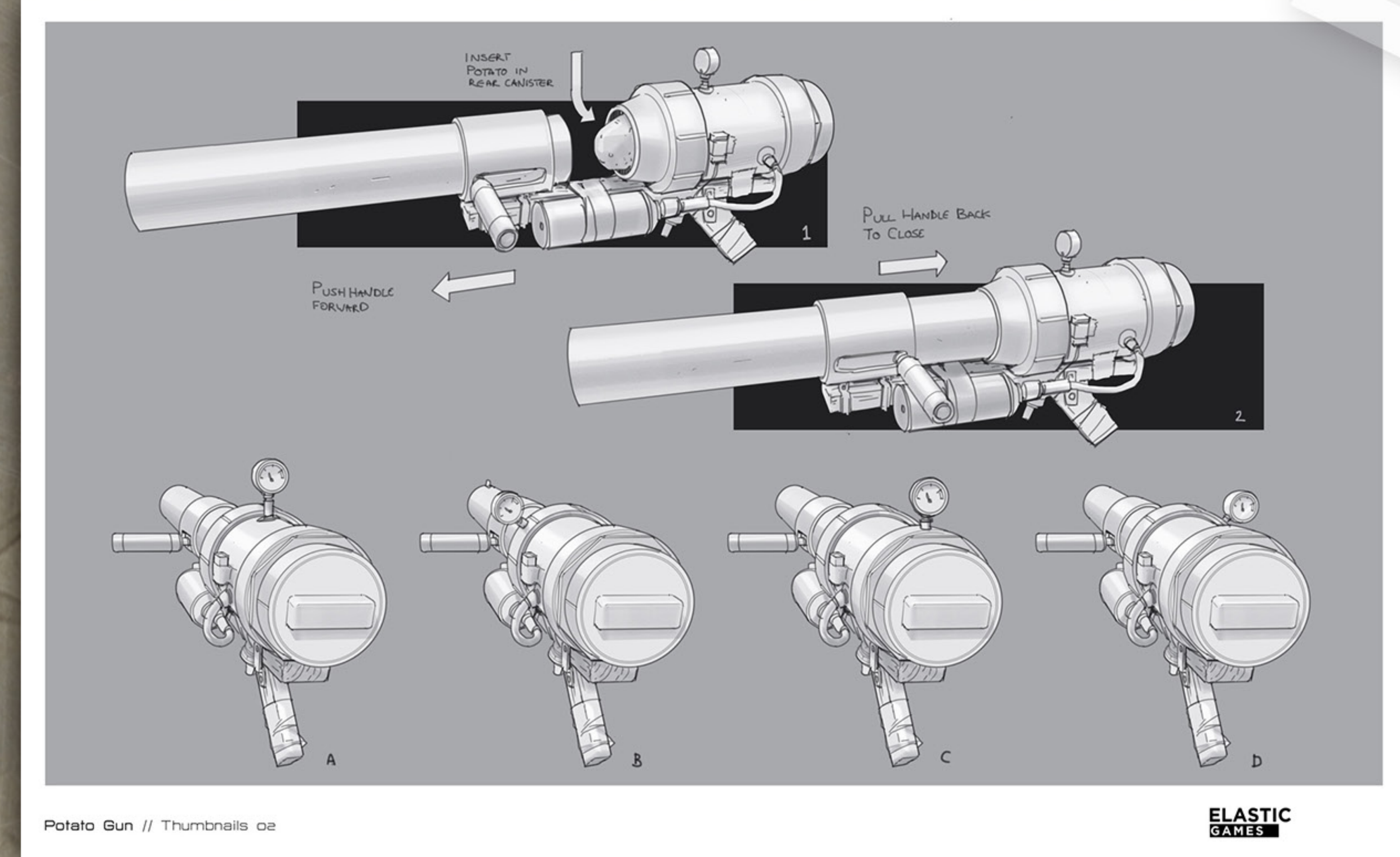
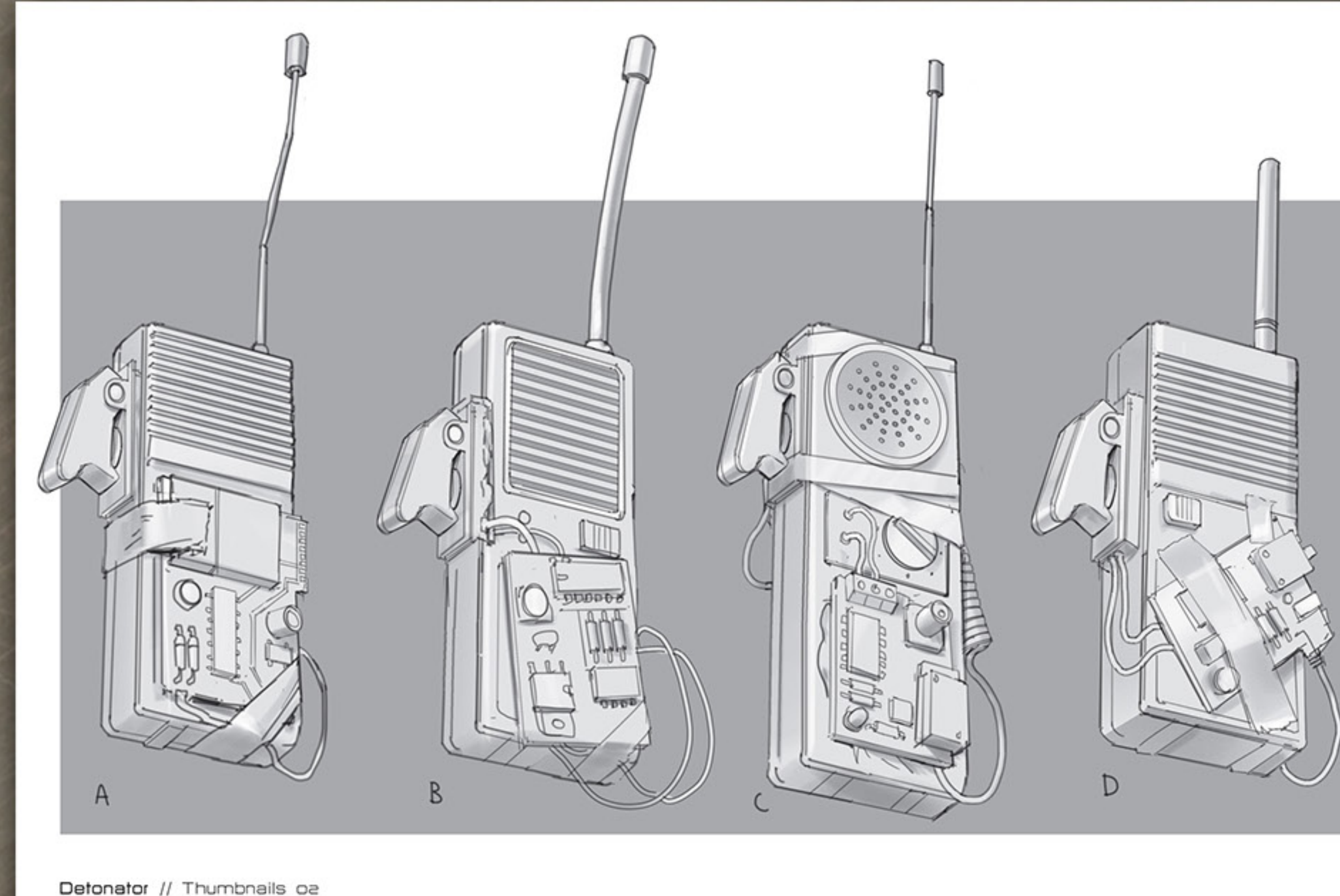
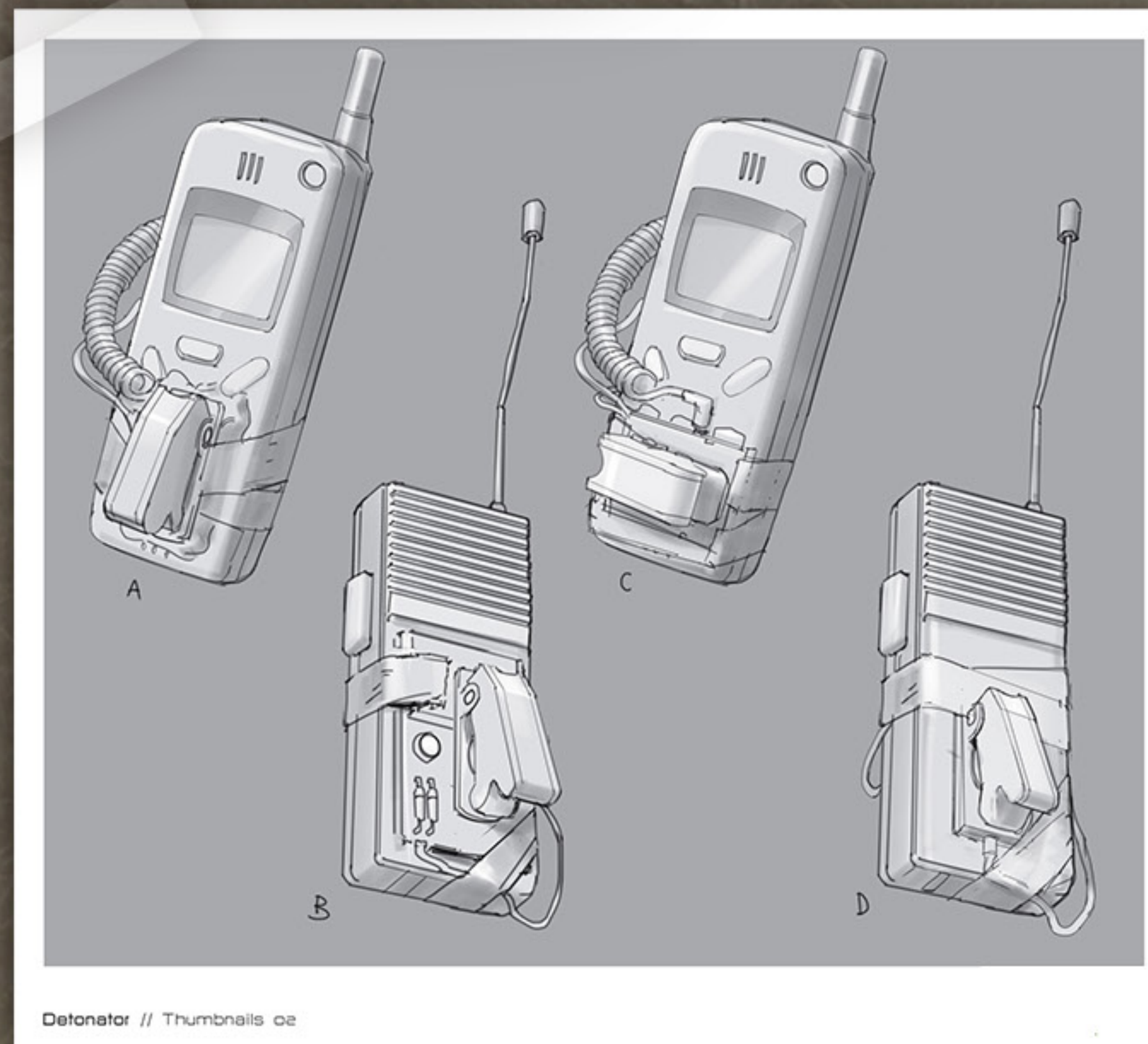
LAST YEAR | SHOCK GUN | THUMBNAILS - 01



D.JONES 06/06/16

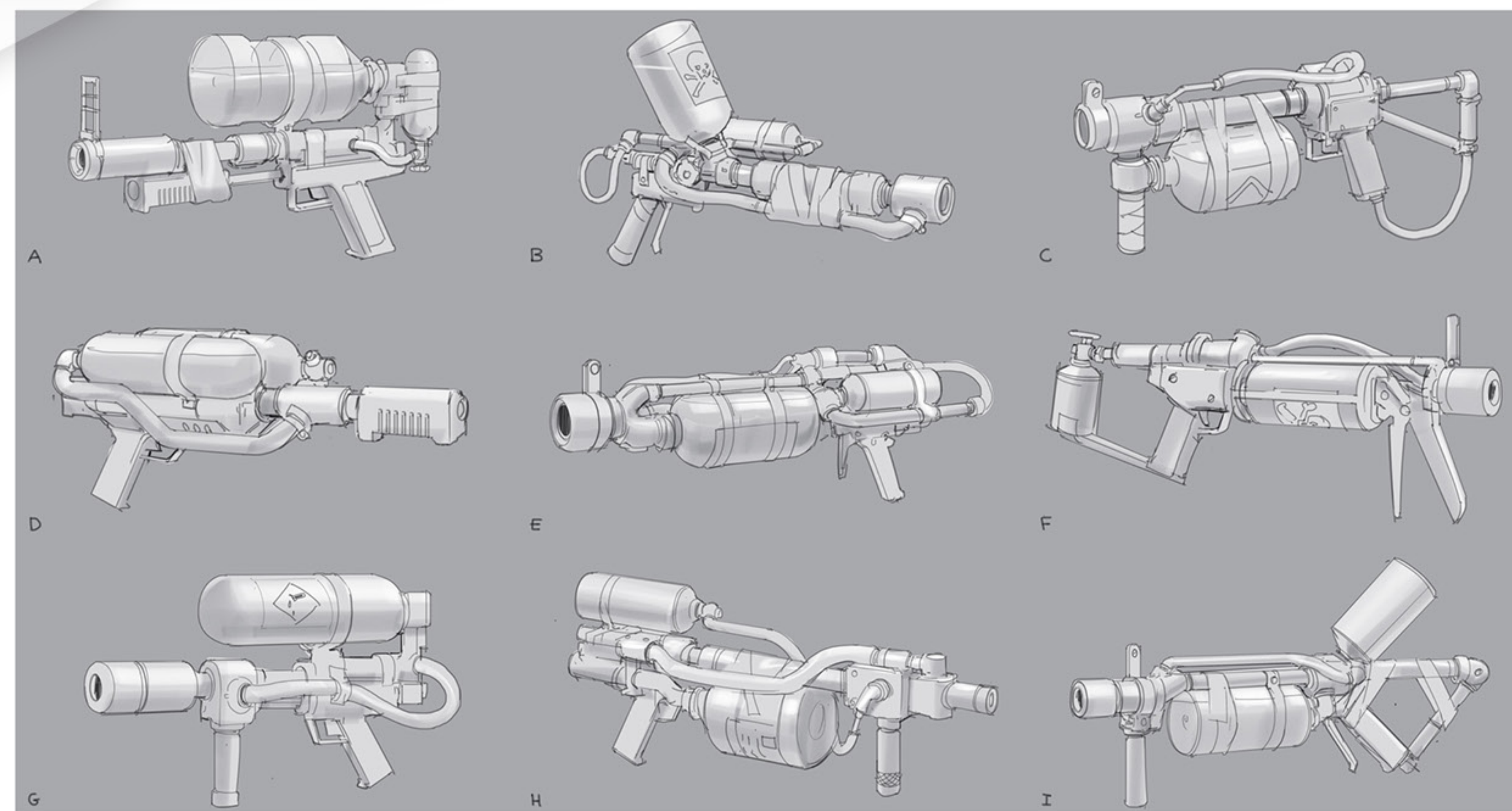
WEAPONS

The potato gun was intended to shoot explosive potato rounds, while the detonator would enable remote control of explosives.

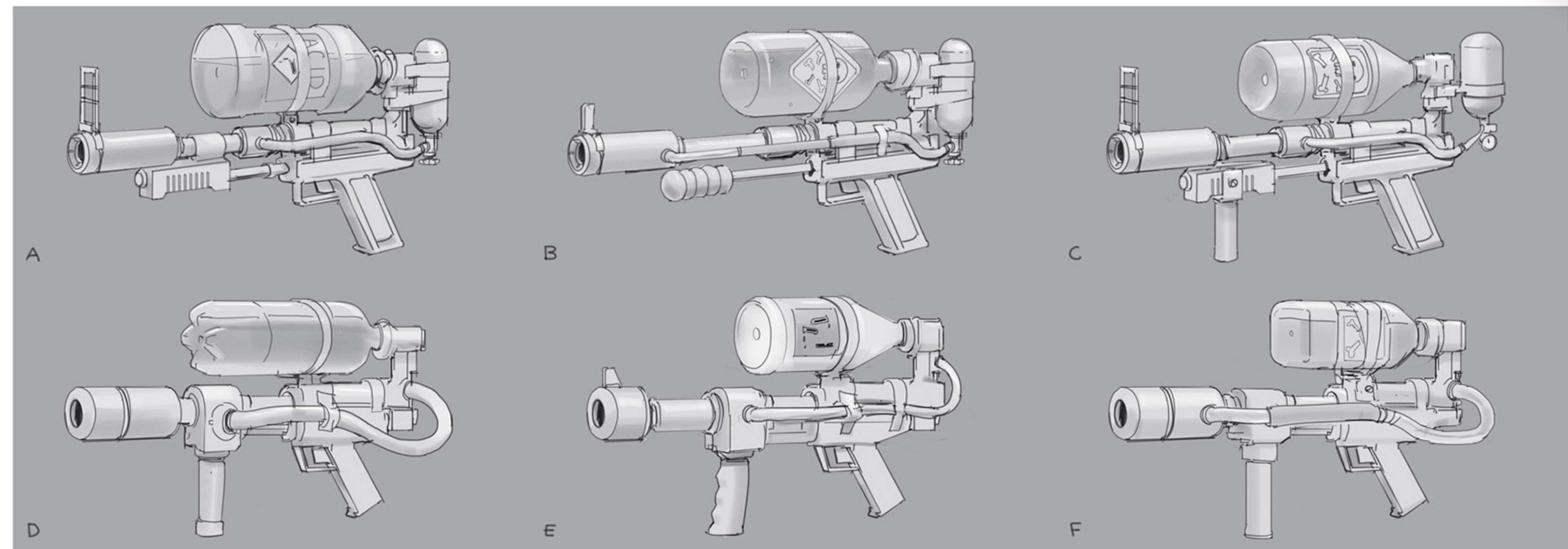


WEAPONS

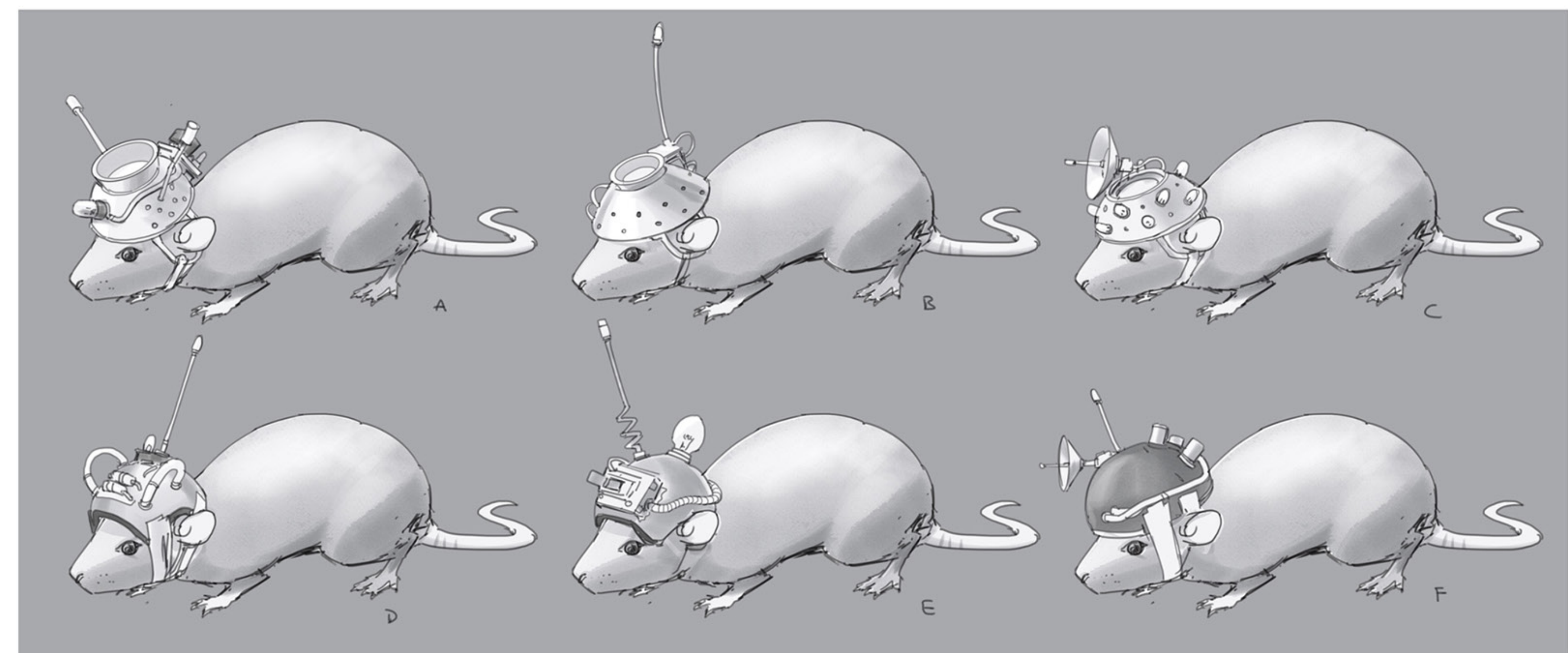
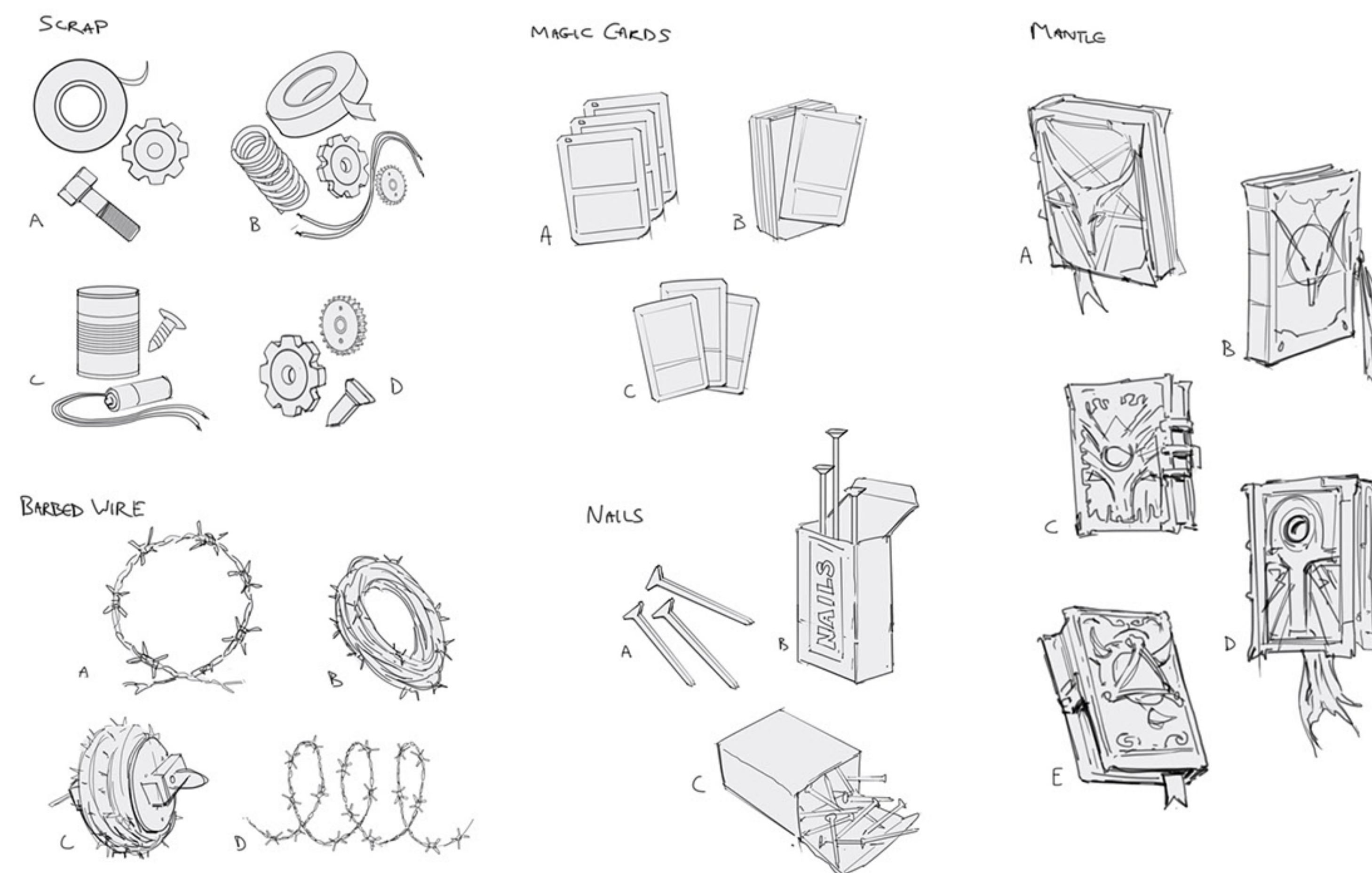
The rat was designed to be a technician gadget that offered a remote control camera that could be driven around.



Acid Gun // Thumbnails 01



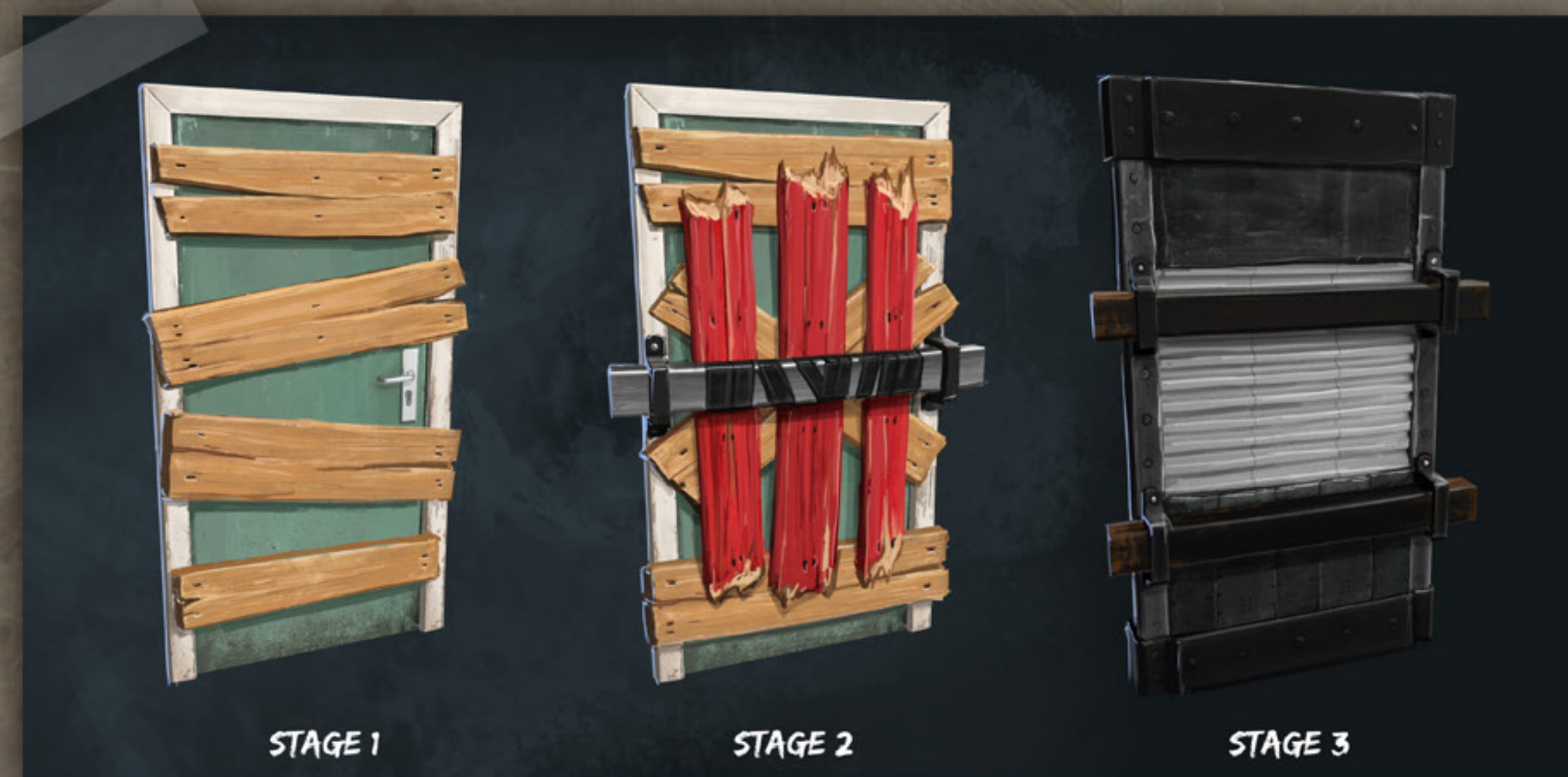
Acid Gun // Thumbnails 01



Remote Rat // Thumbnails 01

WEAPONS

The final stage of illustration is colorizing. After this stage the props get modelled in 3D and imported to the game engine.



CREATING ENVIRONMENTS

LOCATIONS

The game is set in an abandoned high school. Environment illustrations (below) were drawn with a cinematic look and feel.



Illustration

LOCATIONS

Both indoor and outdoor areas were illustrated. This gave the 3D environment team a cinematic reference point.



Illustration

LOCATIONS

The first two environment illustrations of the game were the bathroom and the basement of the school.



Illustration

LOCATIONS

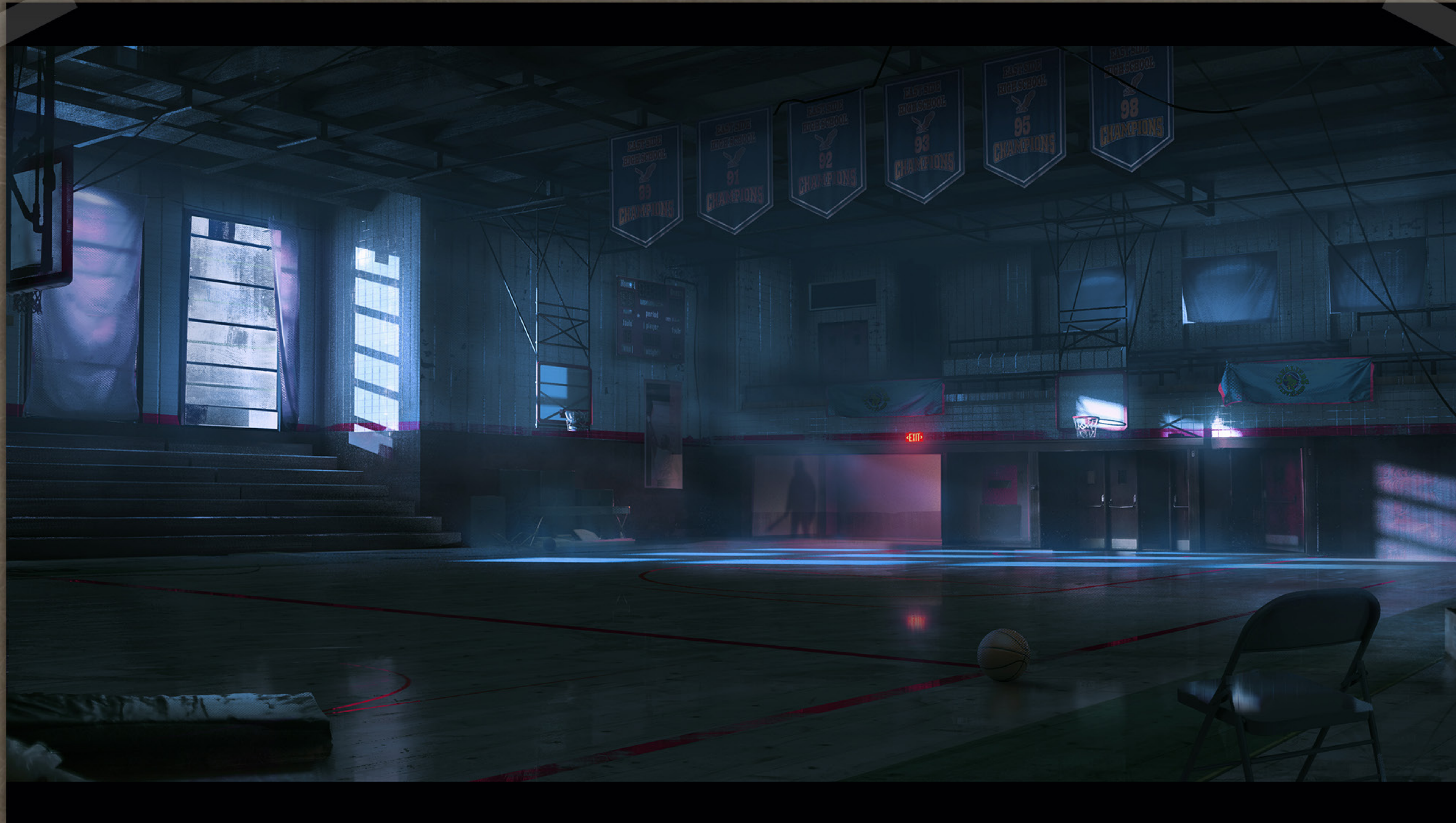
The next images drawn were the classrooms and the office of Mr. Bellman, the school's mysterious principal.



Illustration

LOCATIONS

In addition to the small spaces of classrooms, the game features large open areas like gymnasiums and the exterior of the school.



Illustration

LOCATIONS

The hallway illustration below was the first area created inside the game. The Library was the second area created in game.



Illustration

LOCATIONS

The large open spaces of the game meant players could see far distances so rooftop views from the school were illustrated.



Illustration

LOCATIONS

Here, an artist illustrated a vista of the town of Forest Hills from the vantage point of The Belltower.



Illustration

LOCATIONS

After illustration (left) was complete, the vista was created inside the game (right). This is how the town appears in game.



Skyline Illustration



Skyline In Game

LOCATIONS

The third environment to be illustrated was the creepy basement locker rooms. Each environment is designed to tell a story.



Illustration

ELASTIC
GAMES

LOCATIONS

Other areas included the hallway entrance to the gym, and the multimedia AV club room.



Illustration

LOCATIONS

Outdoor areas were designed to feel like a large campus that could be explored.



Illustration

LOCATIONS

Verticality was an important part of exploration. Artists illustrated everything from the depths of the sewers to the heights of the Belltower. ★



Illustration

LOCATIONS

The first illustration for the Belltower had originally proposed a much smaller size tower.



Illustration

LOCATIONS

But through gameplay testing, the Belltower illustration (left) was designed to be much larger inside the game (right).



Belltower Illustration



Belltower In Game

LOCATIONS

The gym was designed to offer verticality as well, such as exploring the basement locker rooms or hiding in the rafters in the ceiling.



LOCATIONS

The illustration (left) gave the artists a reference point for creating a spooky, dusty gym inside the game (left).



Gym Illustration



Gym In Game

ART PROCESS

PROCESS

In game environments begin life as basic shapes (left). Artists use the illustrations as a guide to transform the shapes into the fully detailed worlds that are seen in the final game (right). Here we see the multimedia room AV club of the library.



Alpha - September 2016

BEFORE



Beta - August 2017

AFTER

PROCESS

In game environments begin life as basic shapes (left). Artists use the illustrations as a guide to transform the shapes into the fully detailed worlds that are seen in the final game (right). Here we see the interior of the gym.



Alpha - September 2016

BEFORE



Beta - August 2017

AFTER

PROCESS

In game environments begin life as basic shapes (left). Artists use the illustrations as a guide to transform the shapes into the fully detailed worlds that are seen in the final game (right). Here we see the basement locker rooms.



Alpha - September 2016

BEFORE



Beta - August 2017

AFTER

PROCESS

In game environments begin life as basic shapes (left). Artists use the illustrations as a guide to transform the shapes into the fully detailed worlds that are seen in the final game (right). Here we see the teacher's lounge in the gym.



Alpha - September 2016

BEFORE



Beta - August 2017

AFTER

PROCESS

In game environments begin life as basic shapes (left). Artists use the illustrations as a guide to transform the shapes into the fully detailed worlds that are seen in the final game (right). Here we see the hallways in the gym.



Alpha - September 2016

BEFORE



Beta - August 2017

AFTER

PROCESS

In addition to basic shapes, photo references are used to guide artists in the early phase of production. Below we see the first layout of The Library.



PROCESS

And once again, primitive shapes and photo references are transformed into fully detailed works with atmosphere, lighting, and sound.



Layout Stage



Final In Game Level

FINAL GAME IMAGES

FINAL RESULT

The environments are the product of a team of illustrators, layout designers, 3D artists, sound designers, and many more disciplines working together. Below we see the final result of all these specialities coming together to create the final environments as seen in the game.



Images Captured From The Game

LAST
YEAR

THE NIGHTMARE



ELASTIC GAMES